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GameDay '98
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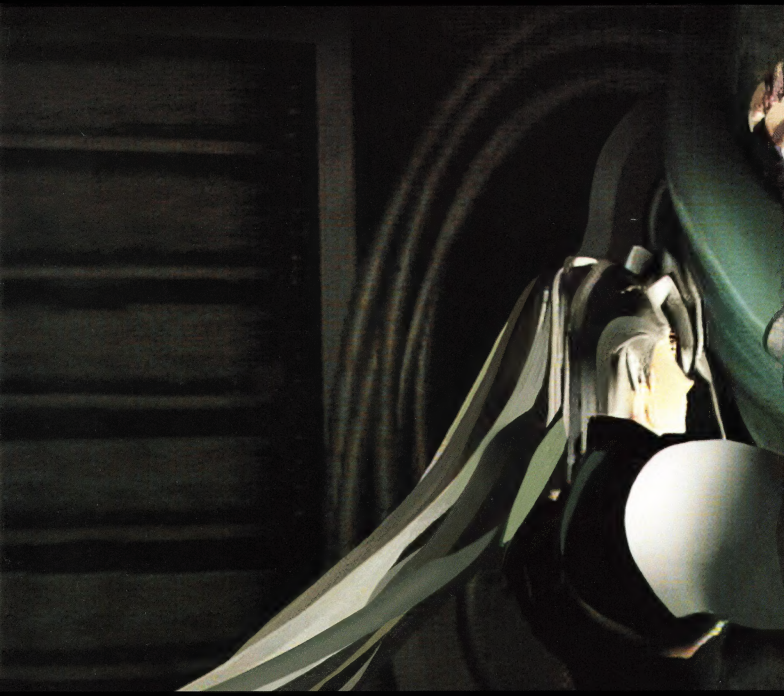
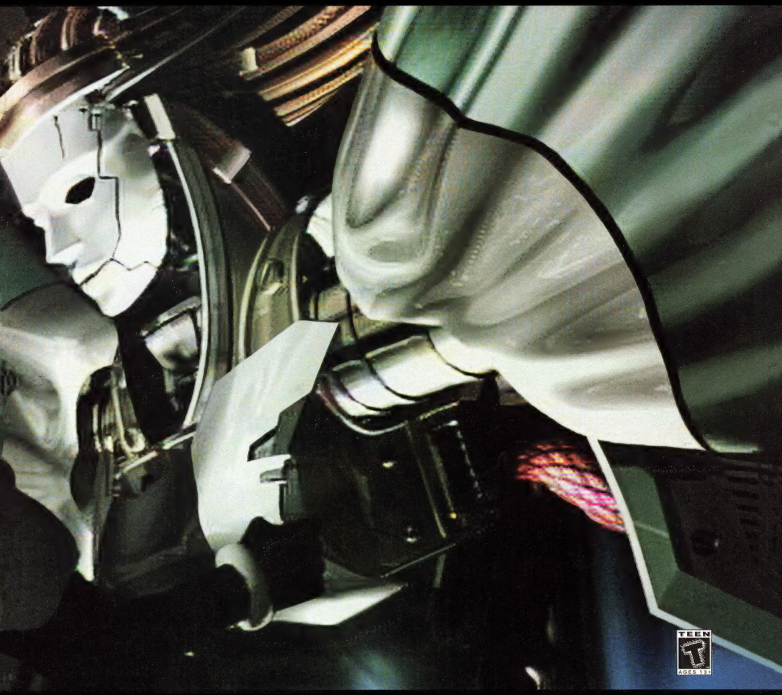


FINAL FANTASY VII

hear your pupils dilate.



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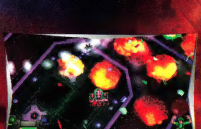

THE ULTIMATE COMBAT CHALLENGE you must first waste the enemy – then take over their bodies and use their powers to crush even deadlier opponents

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TEEN T
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PlayStation

PSM
100% Independent PlayStation Magazine

SEPTEMBER 1997 VOL 1 ISSUE 1

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It's About Time!

Whew, what a month! Between my trip to E3 and putting together this first issue, I've hardly had time to catch my breath. Now, as I sit here finishing off this last page, I'm looking over the rest of the magazine spread out before me, and I've just realized something of profound importance—I need sleep, bad! That, and the fact that this mag is absolutely going to rock.

Some of you may know me from the years that I worked on *ULTRA Game Players*. I had a lot of fun working on that book, and I've always been proud of the things we were able to accomplish. But let me tell you, I've NEVER been as excited as I am right now, about PSM and about the PlayStation.

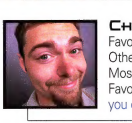
When I was first offered the job, I was elated because all of the coming games I wanted to work with were on PlayStation. When you've got titles like *Resident Evil 2, Tomb Raider 2, Metal Gear Solid,* and *Crash 2* to look forward to, it's pure joy driving into work each morning. Now is a great time to be into videogames, and its the best time to be a PlayStation fan.

The best thing about this magazine is that it's 100% pure PlayStation. That means more than just tossing out the Nintendo and Saturn reviews—it's a state of mind. PSM is written ONLY for hard-core PlayStation fanatics, in a way that is directed exclusively to you. And don't worry, we're completely unofficial—you won't miss out on anything that Sony may not want you to see, and we'll always be completely unbiased.

So enough talk already—I'm going home to bed. Enjoy the issue, and be sure to drop us a line with your comments. I want this to be a real readers' mag, and that only works when you participate. See you soon!

Chris Slate, Editor

The PSM Team:



Chris Slate

Favorite Types of Games: Platform, Fighting, RPG, Sports
Other Hobbies: Comics, Animation, Movies, Basketball
Most-Hated Game: *The Crow: City of Angels*
Favorite Videogame Quote: "I will put on my magic gloves of glory and take you on a cruise to destroy all of you" —*Joe Chin, Parappa The Rapper*

Stephen Frost

Favorite Types of Games: Fighting, RPG, Racing
Other Hobbies: Anime, Movies, Designing web sites
Most-Hated Game: *AD&D: Iron & Blood*
Favorite Video Game Quote: *"Get lose, you cannot compete with my powers" —M. Bison, Street Fighter II*

Noah Massey

Favorite Types of Games: Flying, Racing, Fighting, Adventure, "Weird" Games
Other Hobbies: DJ-ing Trip Hop in S.F., building mecha models
Most-Hated Game: *Lemmings 3D*
Favorite Video Game Quote: "Something went wrong with the preparation of my body, my brain aches as if there's something deep inside it...and there are things here...gyuh!" —*Tenka, Code Name Tenka*

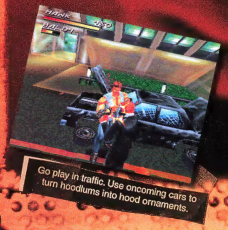
Bill Paris

Favorite Types of Games: Fighting, Jet Combat Sims
Other Hobbies: Martial Arts, Hong Kong Movies, Anime, Toys
Most-Hated Game: *Metal Jacket* (Japan)
Favorite Video Game Quote: "Jill, here's a lockpick. It might be handy if you, the 'Master of Unlocking', take it with you." —*Barry Burton, Resident Evil*

EIDOS INTERACTIVE

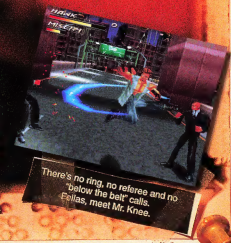
You've been warned.

CORE



Go play in traffic. Use oncoming cars to turn hoodlums into hood ornaments.

Fight alone or share the carnage with a buddy. Mix it up with Macs, Hawk, Smasher & Alana.



There's no ring, no referee and no "below the belt" calls. Fellas, meet Mr. Knee.

Fighting Force, Hawk, Macs, Ben, Smasher, Alana, Mr. Knee and the Eidos Interactive are trademarks of Eidos Interactive © 1997 Eidos.

"LOOK BOTH WAYS BEFORE CROSSING THE STREET. THEY USUALLY ATTACK IN PAIRS."

– Hawk Manson

PlayStation.

YOU WANNA FIGHT? TAKE IT OUTSIDE. BECAUSE THIS BATTLE IS TOO BIG FOR SOME SKINNY ASS ARENA. 4 KILLER CHARACTERS. DOZENS OF BRUTAL WEAPONS. TONS OF CRUSHING MOVES. AND VICIOUS 3D ACTION THAT GOES SO FAST, THERE'S ONLY TIME TO REMEMBER HALF THE GOLDEN RULE.

SO BY ANY AND ALL MEANS, DO UNTO OTHERS. BECAUSE IN YOUR HANDS, ALMOST ANYTHING CAN BECOME A WEAPON. JUST REMEMBER TO WASH THEM AFTERWARDS.

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ISSUE NUMBER 1
SEPTEMBER 1997
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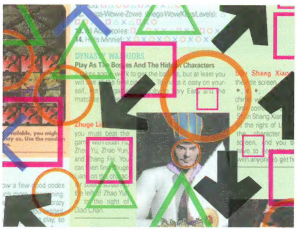


16-Page Special: Every PlayStation Code!

► pg. 83 ◄

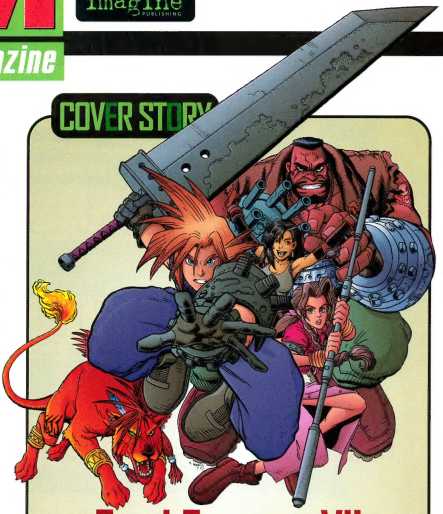
We've searched everywhere to compile the end-all-be-all PlayStation Code Bible—16 pages of pure cheater's heaven! Within these pages you'll find codes, tricks and passwords for every PlayStation game imaginable.

Know Your PlayStation!

► pg. 60 ◄

Think you know all there is to know about your system? Then check out our expansive report on everything PlayStation, and prepare to be surprised!

COVER STORY



Final Fantasy VII 10-Page Guide!

The biggest PlayStation game of the year is finally out, and we've got all the expert info you need to get you started on your adventure! Be warned though—our strategy is so complete, you'll only want to peek at it when you're really stuck. You may spoil the game for yourself!

► pg. 68 ◄

Felony 11-79: The Getaway Driver's Handbook

► pg. 82 ◄

With our escape maps and pro advice, the cops'll never get their hands on you!

Ace Combat 2: The Skills to Make You an Ace

Before you're ready for the real thing, you gotta go to school.

► pg. 80 ◄

Main Menu

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All the best dirt on tomorrow's hottest games

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The latest codes for all of you addicts

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reset ► pg. 113 ◄
A sneak-peek at what's gonna be hot for next month

Game Index

We've got loads of great new PlayStation games for you to see. If you're half as excited about the PlayStation as we are, then there's no time to spare! Just use the list below to go directly to the games you're interested in!

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Alundra ..... pg. 20
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Bushido Blade ..... pg. 54
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Wild 9's ..... pg. 46

The Top 25 PlayStation Games of All Time! ► pg. 28 ◄

The votes are in, and we've got your top 25 favorite PlayStation games of all time! Who made number-one? See for yourself...

MONITOR

your complete source for all the latest in playstation news, topics, and 32-bit culture

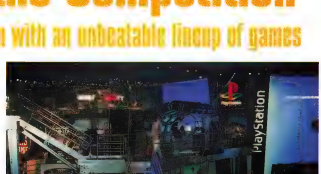
These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

E3: PlayStation K.O.s the Competition

At the E3 show, PlayStation thrashed the competition with an unbeatable lineup of games

▲ Sony's *Parappa The Rapper* was in the house, with mic in hand.

If you're a hard-core gamer, then there's no better place to be than the the annual Electronic Entertainment Expo (E3 to those in the know). It was held in Atlanta this year for the first time, from June 19th through the 20th. E3 is like dying and going to video-game heaven. The seemingly endless showfloor is packed with out-rageous booths from every game company, each with its fair num-ber of obligatory videogame babes. Everyone who's anyone is there, from top videogame designers to film and sports celebrities. The drinks are free, the parties are wild, and best of all, you get to play countless new games months before they hit the stores! Since the average consumer isn't allowed in, we here at PSM took it upon ourselves to go to the show, play the games, go to all the parties, and meet the models, just so we could come back and tell you, our beloved readers, about everything that went on....O.K., so we're full of crap—they had to drag us back to the office!



▲ Sony's area was spectacular, and was packed with thousands of people, all wanting an early peek at the latest PlayStation titles.

Sorry, Nintendo

The day before the show began, Nintendo held its traditional pre-E3 press conference, and we here at PSM decided to stop by and scope out PlayStation's main competition. Friends, it wasn't pretty. For about two hours, we had to sit through the saddest presentation ever. First off, Nintendo executives kept tossing out sales numbers, pie charts, and fancy graphs in an attempt to show how successful they were last year. But in every single one of their presentations, they added in PlayStation's sales numbers to pad their stats and hide their own figures! They kept talking about the "success of the next-generation platforms" to make Nintendo 64 look good. They knew if they were to talk strictly N64, it would become apparent that PlayStation was giving them a royal butt-kicking. I mean, we here at PSM don't have anything against Nintendo per-sonally—it's put out some great games in the past. Let's just say that right now, we're really glad we bought PlayStations!

Sony's Best-Ever Lineup of First-Party Games

Now that we've gotten the ugly stuff out of the way, let's talk about where the real action was—Sony's booth, of course! Within the boundaries of Sony's incredibly huge PlayStation area were undoubtedly the hottest games of the show. Playable versions of the U.S. *Final Fantasy VII* and *Parappa The Rapper* were shown for the first time, and they were big crowd pleasers for the duration of the show. Brand-new titles like *Dash 2* and *Blasto* were also shown-off in spectacular fashion, each one dis-played in its own specially-themed area of Sony's booth. A quick jog upstairs led to Sony's sports bar, where you could grab a drink and check out the '98 versions of NFL *GameDay '98*, *NHL FaceOff*, and *MLB '98*. Finally, the entire area was covered with rows of other playable games. These included big-name titles like *Jet Moto 2* as well as unheard of new games like *Exodus*, Sony's new action mech game. Sony's booth also featured some prominent third-party titles, but let's save those for the following section...

◀ Lara Croft was all over the show, proudly displaying Eidos' best assets to showgoers. *Tomb Raider 2* did not disappoint.

The Most and the Strongest Third-Party Titles

While Nintendo and Sega both suffered miserably from a third-party drought, nearly every publisher at the show had something new on display for PlayStation. More than ever, the better games were Sony exclusives. Eidos, for example, has decided that it just isn't worth it to put *Tomb Raider 2* out on Saturn. Also, previous Nintendo-exclusive series like Capcom's *Mega Man* and Konami's *Metal Gear* and *Castlevania* have all defected to PlayStation. Finally, the few games that were previously thought to be exclusive to other systems, such as Capcom's *Street Fighter Vs. X-Men*, are for the most part coming to PlayStation after all.

PERIPHERAL REVIEWS

V3 RACING WHEEL
COMPANY:
AVAILABLE:
MSRP: $69.99

The V3 is packed with features. You can adjust the angle and force and attach it to any table top with its suction cups. Even better, you can race from the cockpit by using the newly angled pedals. It comes with a wrap that covers the wheel in simulated leather, so you can assign any button to the wheel as well. Your settings will be saved on the card after you play. The steering is awesome—the wheel snaps back to center and offers 270 degrees of rotation more than any other wheel. This is the smoothest wheel made for the PlayStation and is PSM's top choice.

★★★★

The Best of the Best

Tons of great PlayStation games were on display, but we've managed to narrow the field down to our top six picks.

▲ **Final Fantasy VII**
Even though most people had already played the Japanese version, *FFVII* still commanded the most respect among the press and buyers alike.

▲ **Metal Gear Solid**
Even though this game wasn't playable, the videotaped footage freakin' knocked us silly. Could this be the 1998 Game of the Year?

▲ **Tomb Raider 2**
More puzzles, more moves, more weapons, more Lara. Any questions? Plus, Eidos had a small army of mega-hot models at its booth.

▲ **Resident Evil 2**
We've got to get our hands on a shotgun and kill us some zombies! Like *Metal Gear*, there wasn't a playable copy, but the videotape ruled.

▲ **Castlevania: Symphony of the Night**
We really can't stress enough how amazingly good this game is. If you still don't believe us, check back next issue for the full story.

▲ **Crash Bandicoot 2: Cortex Strikes Back**
The first *Crash* was good, but the sequel rocks! We couldn't put it down at Sony's big E3 party, even when Soul Asylum came out to play!

Sony's Dominance by the Numbers

Sony released the latest PlayStation sales figures just before the E3 show. Although everyone here at PSM knew the PlayStation was king, even *we* were surprised by the system's complete and utter dominance of the market! Below you'll find the more interesting facts and figures included in Sony's statement—if you're into N64, you might want to skip to the next page. If you've got a Saturn, we suggest you leave the room...

Number of PlayStations shipped worldwide (as of 6/1/97):
Japan: 7.5 million
North America: 4.8 million
Europe: 3.7 million
Worldwide: 16 million

Number of PlayStation software units shipped worldwide (as of 6/1/97):
Japan: 59 million
North America: 30 million
Europe: 25 million
Worldwide: 114 million

Other Fun Facts:
- Number of PlayStations manufactured per month: 1.5 million
- PlayStation software-to-hardware ratio: 5 to 1 (leads all next-generation platforms)
- Average software prices:
  - PlayStation: $44
  - Nintendo 64: $86
  - Saturn: $47
- Number of games in the top 100 (Jan. - May 1997):
  - PlayStation: 76
  - Nintendo 64: 14
  - Saturn: 10
- Number of games in the top 20 (Jan. - May 1997):
  - PlayStation: 11
  - Nintendo 64: 9
  - Saturn: 0

Next Generation North American Hardware Installed Base (as of 6/1/97)

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

Issue with the missing kicks of *Tunic* on N64. Activision had reported losses of over $30 million in its third quarter. While downsizing the company they will put a price. Acclaim are rumored to have an extremely successful fourth quarter to get things back on track.

Konami have been furthering that Konami will look to bringing 30,000 copies of *Castlevania: Symphony of the Night* to the U.S. The company, however, has denied such claims and has promised that they will be more than enough copies to go around.

While E3 was considered a great success by many industry insiders, numbers reveal something different altogether. This year's attendance was a whopping 35% lower than last year's show, with only 37,100 people attending. Who was the idiot that decided to move the show out of L.A., anyway?

In an effort to protect the shelf life of its latest racing game, Psygnosis has renamed its *Formula 1 '97* to a more casual *Formula 1: Championship Edition*. Look for other companies to drop the year's date in their game titles, as well. No one wants an expiration date on their games.

Final Fantasy VII will not be censored, as most gamers may have thought. Sony has preferred to keep the game true to the Japanese original, which will cause it to have a Teen rating. Yahoo!

A new PlayStation model has been released, with a smaller board and no composite jacks, in Sony's latest attempt to curb production costs.

(Continued on pg 15 ▶)

EIKO COMP
COMPANY: Vivid
AVAILABLE: Now
PRICE: $24.95

What a wuss!? I was so close and I'd finally stick, and I'm personally not a weak fighting stick. Oh, I know what it is—it really sucks making pieces to cast! The universal design of the Eiko One by Vivid is nice, but that's about it. To push the stick in any direction takes as much pressure it makes your arm sore after five minutes of use. I suppose it may loosen up over time, but I'm not sure if gamers would be willing to wait that long for their games to get broken in. Don't be fooled by its appearance. The stick's not cheap, and it's pretty much what it comes as. Feel options. The button positioning is functional, but what was it that it doesn't need? ★

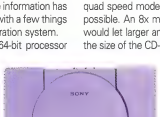
What's up with PlayStation 2?

Everyone wants to know—when will Sony decide to upgrade?

A lot of rumors have been circulating recently about a possible new PlayStation console. While Sony has denied its existence, the so-called PlayStation 2 is still getting a lot of attention from both gamers and the media. Since no concrete information has been released yet, we thought we would come up with a few things that Sony should definitely address in its next generation system.

The first is, of course, the CPU. A leap to a 64-bit processor would allow for faster computational abilities and rendering speeds. Backgrounds and characters could be displayed more swiftly and at a much higher resolution. Add to that a separate powerful graphics processor (hopefully 3Dfx based), and you've got the perfect match for a killer system.

Next comes memory, which is one of the greater problems with the current PlayStation. With only two megabytes to work with, designers are limited to how many textures and animation frames they can load at a time. If this amount was increased, to say 8MB or more, games such as *Tomb Raider* would be able to have even more varying and high-resolution textures. Companies like Capcom would also be able to leave a lot more frames in when porting over their latest fighting game.



Everyone's wondering about PlayStation 2, but the original still has a lot of game left!

Since Sony is having such a great success with CD-ROMs, there is no point in not continuing to use them. The double speed drive of the current model will certainly have to be upgraded, possibly by a quad speed model. If Sony is smart, it'll try to get the fastest drive possible. An 8x model would do wonders for loading times, and it would let larger amounts of game data be transmitted on the fly. If the size of the CD-ROM buffer can be increased as well, then "Now Loading" screens would definitely become a thing of the past.

It's exciting to think of what games will be possible on the new system, but it will be a while before we actually see any of them. Gamers shouldn't worry though, the current system still has a lot of untapped potential in it. With games like *Metal Gear Solid* and *Resident Evil 2* coming out in the upcoming year, the PlayStation should still be able to continue to surprise us gamers. And with over 16 million units already shipped, Sony is certainly not going to abandon its 32-bit nest egg. When it does finally decide to release a new system, we're sure gamers will be overjoyed. But don't look for that to happen until at least Christmas '98 (if you believe the rumors).

ROOM FOR IMPROVEMENT

Since graphics are the first thing you notice in a game, Sony's next console must definitely have the capacity to handle large numbers of polygons and high-resolution textures. A powerful graphics chipset is a must, as it helps to take a lot of the processing load off the CPU. While Sony has not released any information about what chipset it will be using, one possibility could be 3Dfx. Very popular in the computer gaming world, 3DFx's voodoo chipset has taken PC the graphics in PC games to a whole new level. It certainly should be able to do the same for the world of console games.

▶ The PlayStation version of *Tomb Raider* looks good, but it would look even more amazing on a more powerful console.

▲ Sony's next console could easily produce graphics as good as this. Notice how sharp the textures are, and how anti-aliasing helps to smooth out the edges. All courtesy of the 3DFx chipset.

NOTES

(◀ continued from pg. 14)

► Activision also announced its popular Japanese game Shockwave planned for release in the U.S. *Gundam: Journey to Jaburo*, *Super Bubble '98* and *Ghost in the Dark* should be released in June.

► Konami is currently trying to decide if its *Gradius* and *Salamander* Deluxe Packs would sell well here in the U.S. If there is enough positive feedback, gamers may be able to buy both packs on one disc via the Konami website. A suggested price of $39.95 has been mentioned, as well. If you think you would like to purchase this title, please send some e-mail to Konami at mip@konami.com.

► In its latest attempt to port over successful PC titles, Activision plans to release *Interstate '76* to the PlayStation. However, the game may feature new characters and a wholly different style of gameplay.

► *Tokimeki Memorial*, Konami's popular "girlfriend simulator," will not be brought over to the U.S. despite numerous rumors. Konami feels that there is simply no market for it here in the U.S.

► Interact plans to release a dual analog controller for the PlayStation in the near future. This is especially disheartening news for Sony, considering the Interact controller will beat Sony's to the market. Look for the controller to feature auto-fire, and possibly even vibration feedback of some kind.

► Eidos has decided to postpone the release of its much-anticipated title *Ninja* until the first quarter of '98. This was done to prevent the game from having to compete against Eidos' other hit game, *Tomb Raider 2*, this Christmas season.

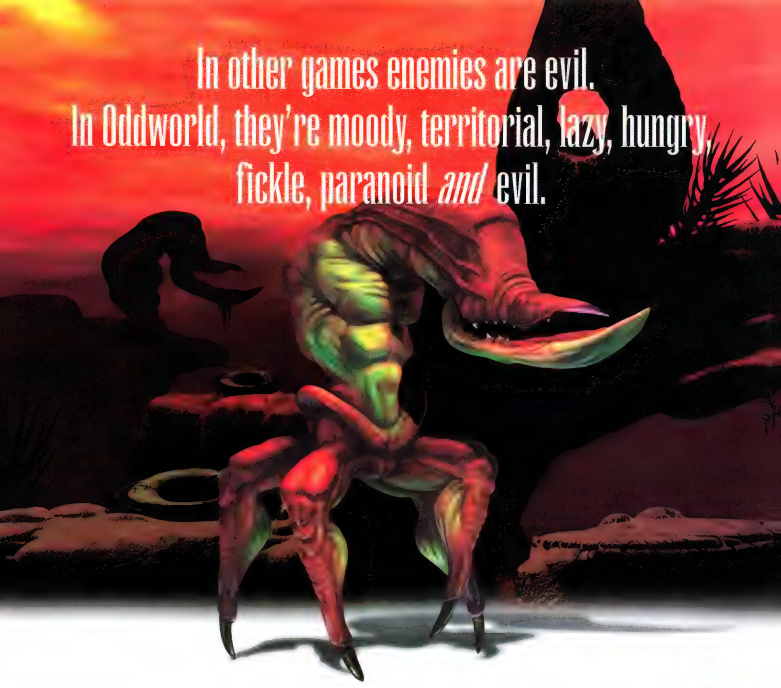
► Originally slated only for the PC, Falcom has officially announced *Ys VI* for the PlayStation.

COMPANY: ASCII
RELEASE DATE: End of June
PRICE: $XXX

Mad concentration on your opponent's every move, right guess, startling

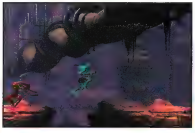
...speed, and as an added bonus, you can rapidly pummel the living hell out of your opponent. Unfortunately, the programming for the game and turn-based strategy. The programming for the game is very simple, and you can easily master the controls in a matter of minutes. Unfortunately, the

In other games enemies are evil. In Oddworld, they're moody, territorial, lazy, hungry, fickle, paranoid *and* evil.

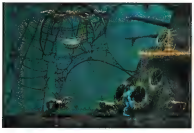


If you don't know what makes other characters tick, they just might explode.

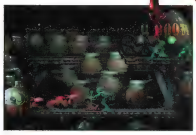
Sound Odd? Welcome to Oddworld.



scrabs ahoy!



paramites on the prowl.



every slog will have his day.

A.L.I.V.E.
Aware Lifeforms In Virtual Entertainment

PlayStation

TEEN T ROBOTIC VIOLENCE ESRB

Strategy Guide available from GW press

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RESIDENT EVIL 2: WHEN?!

What's the deal, anyway?

Since its release in March of 1996, the first *Resident Evil* has become one of the most popular and top-selling PlayStation games of all time. Its mix of horror, action, and top-notch graphics was just what gamers were asking for. Well, Capcom hopes to hit gold for a second time with the eventual release of *Resident Evil 2*. Featuring even more chills and thrills, it has the potential to be one of the best games ever.

Capcom is working hard on making this sequel better than the original in every way. Nicer graphics, longer and more balanced gameplay, and a larger variety of monsters are but of the few things that are going to be improved. Capcom is also constantly finding new things to add, which is part of the reason the release date has slipped several times. Originally set for the Christmas season, the game has now been postponed until at least the first quarter of '98. Capcom is simply refusing to release it until it is perfect, which is a great thing for us gamers. We'll just have to be patient.

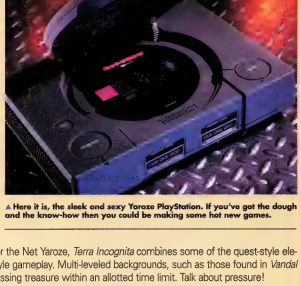
In the meantime, a special version of the first game, *Resident Evil: Directors Cut*, features three different versions of the original game plus a special surprise; a playable demo of *Resident Evil 2* (see page 23). It's an awesome collection, and it will certainly help to tide gamers over until they can get their hands on *RE2* next year.

Net Yaroze Update

Your monthly source for the latest Yaroze news and reviews

Released early this year, the Net Yaroze is Sony's attempt at bringing console programming to a broader audience. Basically a low-level development system, The $750 Net Yaroze includes the necessary tools and software libraries that aspiring developers can use to create their own games. The only other necessary piece of equipment is a PC or a PowerPC Macintosh, which is used for storing the actual game code. Knowledge of the C/C++ languages is also crucial.

Each month, we will go behind the scenes to provide the latest info about the Yaroze, as well as showcasing the latest games being developed. Surprisingly, quite a number of programmers have already produced game demos of extremely high quality. This month we spotlight on one such example.



▲ **Here it is, the sleek and sexy Yaroze PlayStation. If you've got the dough and the know-how then you could be making some hot new games.**

TITLE: TERRA INCOGNITA
DEVELOPER: TEAM FATAL
PROGRAMMER: MITSURU KAMIYAMA
ORIGIN: JAPAN

One of the first 3D adventure games developed for the Net Yaroze, *Terra Incognita* combines some of the quest-style elements found in RPGs with established platform-style gameplay. Multi-leveled backgrounds, such as those found in *Vandal Hearts*, will deter gamers as they try to find the missing treasure within an allotted time limit. Talk about pressure!

Each area in the game has a particular challenge that must be solved to progress onward. This may require something as easy as successfully jumping onto a moving platform, or something a little harder such as positioning crates in order to reach a certain path.

▲ **Despite the memory limitations of the Net Yaroze, Team Fatal has still managed to include a beautiful intro to the game.**

Aside from standard abilities like jumping and sword attacks, the main character can pick up items, such as bombs, and use them to destroy obstacles. Unfortunately, there are only a limited number of items to be found, so using them correctly becomes one of the game's key strategies.

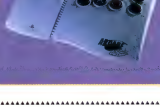
It's interesting to note that while *Terra Incognita* is pretty impressive, it is still only an early title for the Yaroze system. Given enough time, we could be seeing titles that closely resemble those created professionally. To find out more information about the Net Yaroze and download the latest game demos, check out these useful websites:

▲ **Quite a lot of detail has been put into the various 3D environments. Gamers will come across bridges, trees, and even ponds.**

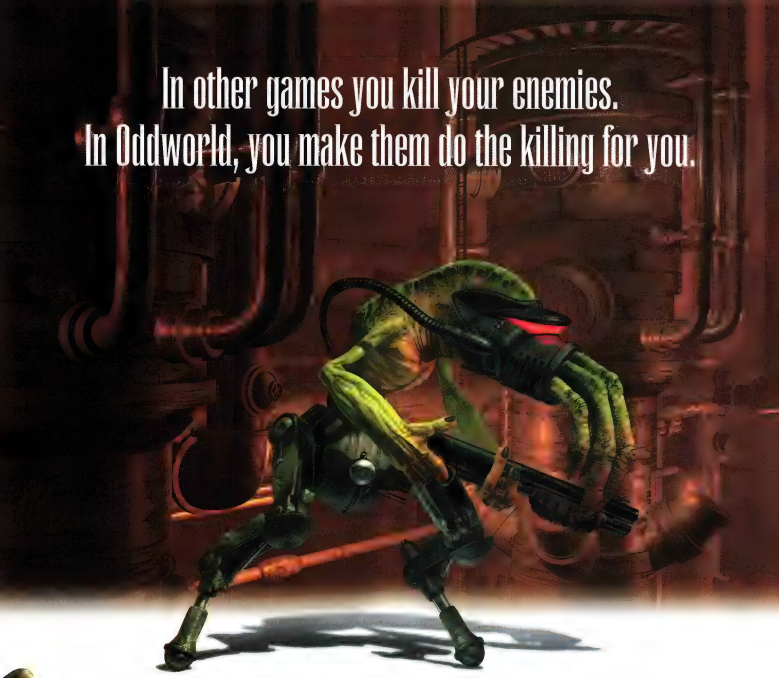
The Official Net Yaroze Site
http://www.scea.sony.com/net/

Yaroze Underground
http://www.pacificcoast.net/~titan/

Codename: Yaroze
http://205.152.50.11/Yaroze/



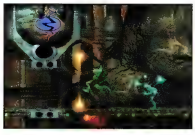
In other games you kill your enemies. In Oddworld, you make them do the killing for you.



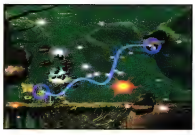
Got some nasties to off? Why get your hands dirty? Possess one of them and let him do the blasting for you.

Sound Odd? Welcome to Oddworld.

see the slig. be the slig.



a quantum leap in gameplay.



it's a hostile takeover.

A.L.I.V.E.
Aware Lifeforms In Virtual Entertainment

PlayStation

TEEN
AGES 13 AND OLDER
ESRB

Strategy Guide available from
GW Press

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GOSSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Well, look no further, because PSM always has its ear to the wall....

No "Buzz" For U.S. Pads

Sony's new dot eyed control pad is slated for release in the U.S. this September, as well as extremely popular Dreamcast-to virtually everything.

The new control pad, as it was released in Japan, offers Memory card/Rumble Pak capabilities in every one handsome, Subtlestic Sony has yet to confirm this feature in the U.S. release and/or company rumors for games to be functionality. However, other sources have late but positive word with the lads after attended us—apparently the vibration function might just have caused the company to hesitate. As of yet, Sony has not commented on the issue.

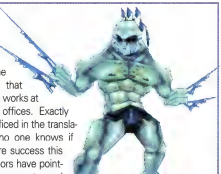
▲ We're not making this shit up. Import market fun...

PS Unreal Revived?

Epic Megagames' *Unreal* is the groundbreaking new PC shooter that's giving Id's *Quake* a run for its money. The game's arrival on the N64 has already been confirmed, and rumor has it that Epic has done some early tests to see if it can work on PlayStation.

After several weeks of testing, the team at Epic (and DMA Design, who is doing the actual conversion) decided the PlayStation would have significant difficulty with *Unreal* due to the machine's lack of RAM. And so the issue was considered closed—or so it was thought.

New information from sources close to the project have indicated that another attempt is in the works at DMA's Scotland-based offices. Exactly what may have be sacrificed in the translation is unknown, and no one knows if DMA is having any more success this time around. Some rumors have pointed to a more simplistic geometry and potentially smaller levels, but nothing has been confirmed as of yet. At press time, Epic could offer no comment on the matter.



▲ Can the PlayStation handle *Unreal*? Let's hope so!

Lunar on PlayStation?

Following a rift with long-time ally Sega, Working Designs may now bring the highly successful *Lunar* series over to the PlayStation. Reportedly, the problems between Sega and Working Designs began with numerous conflicts between management at both companies. Things reached a boiling point when Sega told Working Designs that it didn't have room for them in its E3 booth, where Working Designs has bought space for the last several years. Working Designs brought the matter to the attention of Sega of Japan (with whom it still has good relations), who then forced Sega of America to let them in. However, the space was tucked far in the back, where most showgoers rarely went.

Since that time, Working Designs president Victor Ireland has been outspoken in his criticism of the Sega of America management, while at the same time hinting that Working Designs' key franchises are likely to wind up on a "rival platform." Ireland has gone so far as to say that after the current Saturn projects are complete, there will be no future Saturn titles, lending further credence to the rumor.

Rumor Smasher

Where we put false rumors to rest, once and for all.

No "PlayStation C" Upgrade

The "PlayStation C," Sony's rumored upgrade that would allegedly provide additional RAM and a faster CD-ROM drive, is pure fiction started by some members of the press. Sony itself has staunchly denied that any such upgrade was ever in the works. Furthermore, every developer PSM has ever spoken to about the prospect of a PlayStation upgrade has scoffed at the very thought, given the PlayStation's current design.

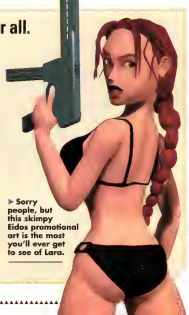
Exploring a little deeper, massive technical hurdles would have to be overcome considering that the PlayStation is not really an "upgrade-able" machine. The proposed RAM expansion would somehow have to have a complete connection to the data bus, and none of the expansion ports (link and parallel) offer the required bandwidth. As for replacing the CD-ROM mechanism, Sony could hardly expect people to open their PlayStations, disconnect the power feed and data ribbon for the current drive, and then manually replace that unit with a newer, faster drive.

Finally, the thought of Sony fragmenting its user base would only jeopardize its current market leading position. So forget about it!

Lara Doesn't Do Nude Scenes

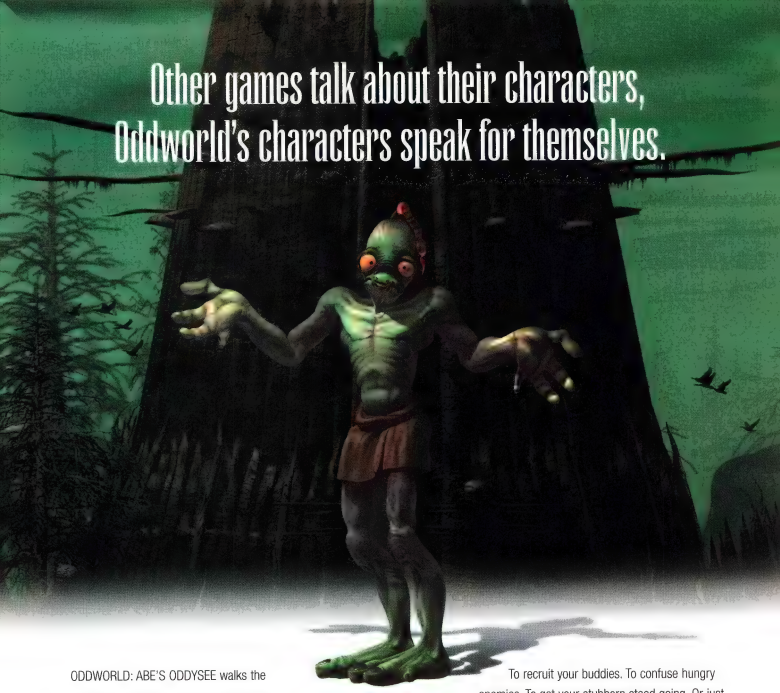
Shortly after the release of *Tomb Raider*, rumors hit the internet about a possible "nude" code. Many long hours were wasted, as love-sick gamers tried anything and everything to coerce Lara out of her clothes. Doctored pictures even began appearing on the net, featuring Lara in nothing but her birthday suit.

Core has long denied that any such codes exist, but the rumors just won't die. Trust us guys, Sony would never let anything like this get past them. So once and for all, *please* believe us—*there is no nude code!*



▶ Sorry people, but this skimpy Eidos promotional art is the most you'll ever get to see of Lara.

Other games talk about their characters, Oddworld's characters speak for themselves.



ODDWORLD: ABE'S ODDYSEE walks the walk and talks the talk. Communicate with other characters. For real. With just your D-Pad and your brain. It's called Gamespeak. And when you've got an entire race to save from the deli counter it could come in handy.

To recruit your buddies. To confuse hungry enemies. To get your stubborn steed going. Or just to whistle while you work.

For Odd's sake, do something different. Chow down on ODDWORLD's pure nugget of surreal, sensory overload gaming.

You'll never be hungry again.

ODDWORLD: ABE'S ODDYSEE

GAMING GETS ODD SEPT 19

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PlayStation

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Strategy Guide available from GW Press

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日本ゲームお宅

The latest news and notes from the Land of the Rising Sun, featuring our very own Bill Paris-san!

HI-YOOOTATATATATAWAT-CHA!!! NIHON GAME OTAKU RAN E YOKOSO! That's Japanese for "Welcome to the Japanese game addict column!" Here we'll be talking about the import scene for the PlayStation. I'll be giving you the dirt on the hottest games hitting Japan, and which ones will never hit U.S. shores (with the exception of import stores). So, what are we waiting for? Let's get started! IKUZE!!!

After two years, *Zero Divide 2* has finally been finished. It boasts 60 fps motion and a wall that surrounds the ring, which you can climb and attack from. Also, there's a metal bar you can grab and flip around. A much improved "hang system" lets you slide left or right while hanging and attack your opponent from the hanging position! Two new characters are also featured: Pixel and Cancer.

Gambare Monkawa-Kun 2 is out now! In this game you raise a type of creature (robot?) called PiT (short for Pet in TV). You must teach it words and knowledge on how to survive just like a human baby ("This is food," "This is something you push," "This is something you hit"). *Monkawa* is a new concept compared to other virtual pet games, because teaching manners is a priority.

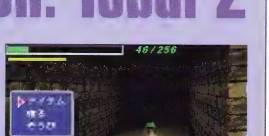
Using *Final Fantasy VII*-esque rendering, the mapping for Capcom's RPG *Breath of Fire III* (towns, dungeons, etc.) has hailed such comments as "realistic," "you can freely move around," and "you can change your viewpoint and take an extensive view." It's planned for a September 25 release.

Causing a major stir in the Japanese press is *Parasite Eve*, an Adventure/Horror RPG by Square. It is said to be a kind of "fusion" of *Final Fantasy VII* and Hollywood. It has a *FFVII*-style appearance, but appears to have improved upon it. The screen's point of view changes and shifts just like a movie. It's slated to come out sometime this year, but no U.S. release has been confirmed.

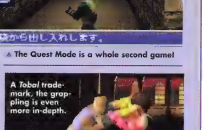
Square's next game, *Einhander*, is a 2D side-scrolling shooter, but with a 3D appearance. The Endymion FRS MK.2 you pilot is equipped with something not standard for a regular fighter—an arm. Einhander is German for "one arm". This arm is called a gun pod, and you can use it to seize enemies' weapons. No word yet on the release date, Japanese or American.

Spotlight On: Tobal 2

▲ Things keep getting weirder with the addition of a Chocobo.



▲ The Quest Mode is a whole second game!



A *Tobal* trademark, the grappling is even more in-depth.

The 3D polygon fighting sequel to *Tobal No. 1* will unfortunately not be coming to the U.S. This is a must-have import! Greatly enhanced graphics (the characters look less like the guys in Dire Strait's *Money for Nothing* video), additional special moves, better grappling, an improved Quest mode, a greater variety of super moves, and a more distinct feel for individual characters puts *Tobal 2* way beyond its predecessor. It runs in the PlayStation's high-resolution mode, and it's also analog-compatible. The hot new Quest mode is leaps and bounds better than *Tobal 1*! And while the first version had limited textures and only a small variety of enemies, *Tobal 2* features over 100 opponents and more locales, such as deserts and temples. I've got my Japanese copy!

Chou Atsui! ("Super-Hot")

Sony's new action/RPG *Alundra* is burning up the charts in Japan. Set in a fantasy-type world, you must travel through the dungeon-laden Mount Tora in search of treasure and adventure, while fighting bosses and other monsters all along the way.

▲ *Alundra* is a great-looking new action/RPG.

Macross Digital Mission VF-X was a game long awaited by *Macross* (*Robotech* in the U.S.) fans. The last Macross game I had the pleasure of playing was a 16-bit Gradius-like 2D side-scrolling shooter for the Super Famicom (Super NES). Needless to say, 32-bit technology and polygon texture-mapping does not disappoint for this 3D shooter. Yes, your Veritech can still transform into all three modes—Fighter, Gerwalk, and Battloid. Various Varitechs are available, from the original Skull Squadron VF-1, to the VF-22 Sturmvogel II. All I can say is, AWW-YEAHHH!!!

▲ A Battloid-mode VF-1 Valkyrie defends the city against a Zentraedi Officer's Battle Pod in *Macross*.

The Japanese Get All The Cool Bonus Stuff

One of the biggest differences between Japanese and U.S. PlayStation games is that the Japanese versions come complete with full-color instruction manuals with cool illustrations, as opposed to the cheap-o black-and-white ones we get here in the U.S. Also, the PlayStation discs themselves have much more money put into them over in Japan, as seen by four-color designs for *Horned Owl* and *Castlevania X*. "Kirei jya nai?" These four-color CD designs and full-color illustrations are slowly catching on here in the U.S., starting with big games like *Final Fantasy VII*. There are still some things that only our friends in Nihon will enjoy, however. Besides the color instruction books, some games like *Castlevania X* have extra goodies—like a music CD (complete with nostalgic videogame music from the classic *Castlevania* games), as well as an art book with original illustrations! *Horned Owl* even includes a sheet of stickers that feature the characters and other graphics. Hey Sony, we want more cool stuff over here!

▲ When it comes to quality CD artwork, it doesn't really get any better than this.

▶ The new *Castlevania* comes with loads of cool stuff, including this killer book of the game's artwork.

▼ This sheet of *Horned Owl* stickers comes with memory card labels!

▶ In general, the insides of the manuals are much nicer, with full-color artwork and better designs.

JAPERIPHERALS

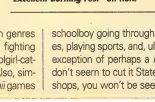
Sony Computer Entertainment's transparent memory card went on sale for a limited summer release on July 17th in Japan. Sales were limited to 300,000. They were priced the same as the regular memory card at about $17. *Kanarazu kawanai to ikenai na!*

► A grip controller from HORI lets you play RPGs with only one hand! *Yohsha!!!* It has all of the functions of a regular controller, but it fits in the palm of your hand! In essence, you move with the heel of your thumb, and you can easily hit the X, circle, square, and triangle buttons with the top of your thumb. This leaves your index finger free for the accessible R1, R2, L1, and L2. ASCII has also come out with a similar peripheral for the American market.

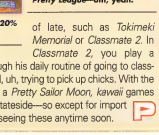
► There is now a PlayStation converter that will let you attach a Sega Saturn or Super Nintendo controller to the PlayStation! This is especially handy for those who like to play *Street Fighter* with a Super Nintendo controller, but want to experience newer *Street Fighter* games like the upcoming *Super Street Fighter 2 Collection*.

We Just Don't Get It

There's a fundamental difference between Japanese and American PlayStation fans. While both American and Japanese players crave stuff that's cool ("kakko ee"), the Japanese also have more of a preoccupation with anything "kawaii", or "cute." *Kawaii* can range from the palatable *Gamera 2000* to the sugary-sweet *Doki Doki Pretty League*. It is the latter type of *kawaii* that is near and dear to the Japanese player. You can spot these games a mile away, as they're usually permeated with large, starry-eyed anime girls in school uniforms who have either blue, green, purple, or red hair. These girls are even featured in genres of games normally targeted at boys, such as fighting games. One current example of this is the schoolgirl-catfight game *Asuka: 120% Excellent Burning Fest*. Also, simulation dating games seem to be the reigning *kawaii* games of late, such as *Tokimeki Memorial* or *Classmate 2*. In *Classmate 2*, you play a schoolboy going through his daily routine of going to classes, playing sports, and, uh, trying to pick up chicks. With the exception of perhaps a *Pretty Sailor Moon*, *kawaii* games don't seem to cut it Stateside—so except for import shops, you won't be seeing these anytime soon.



▲ The fur really flies in *Asuka: 120% Excellent Burning Fest*—uh-huh.



▲ Batter-up with *Doki Doki Pretty League*—um, yeah.

▲ *Tokimeki ("Heartthrob") Memorial*—for those who will never ever score with a real girl.

REVIEWS

this month's new games, professionally tested by the world's best playstation reviewers

Even though the PlayStation is clearly the best videogame console on the planet, it's still going to have its share of clunkers. Don't worry, though—you're armed with PSM, so you'll always know the score.

THE PSM RATING SCALE

We here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

WHAT THE RATINGS MEAN:

5 — A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!

4 — A really well-done game. If you're a fan of the genre, you should definitely check this one out.

3 — A pretty good game. It has its share of rough spots, but some redeeming qualities, as well.

2 — Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.

1 — Don't even make eye-contact with this one—it's not worth a second of your time.

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Final Fantasy VII

Publisher Sony **Developer** Square
Type RPG **Players** 1 **ESRB** T **Discs** 3

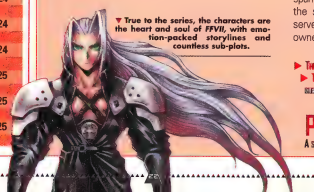
When starting *Final Fantasy VII*, Square was certainly under a lot of pressure. After all, the *Final Fantasy* series has always been immensely popular, and gamers have expected each release to be larger and more innovative than its predecessor. Luckily,

▲ While the fighting interface is basically the same, battles are now fought completely in 3D.

Square has pulled it off again. *Final Fantasy VII* is easily the largest and most innovative RPG ever created.

The story revolves around Cloud Strife, an ex-soldier living in the town of Midgar. Controlling the town and the rest of the world is the Shinra Corporation, which also happens to be Cloud's former employer. After finding out that Shinra has been ruthlessly draining the planet of its energy, Cloud decides to assist a rebel group called Avalanche in stopping it.

Hundreds of beautifully rendered backgrounds were created for the game, and they give each locale an eerie sense of realism. Mostly a mixture of low-tech and futuristic building designs, the architecture of the *Final Fantasy* is unique, at the very the least. Each town has its share of residents that the games character's interact with. Some will aid Cloud, while others will attempt to stop him.



▼ True to the series, the characters are the heart and soul of *FFVII*, with emotion-packed storylines and countless sub-plots.

The game interface to *Final Fantasy VII* will be very familiar to fans of the series. Attacks and spells are executed in their standard manner, as are items. A time meter is featured that, when filled up, allows the characters to attack. This provides a nice alternative to the standard turn-based fighting systems in most RPGs.

The "relics" idea of *FFIV* has been retained, as well, on it's been improved upon. Now called Materia orbs, they provide various enhancements and abilities for characters. Numerous orbs are scattered throughout the game, so an important strategy is knowing which orb to use at a particular time.

New to the series is a Limit bar, which increases every time your character gets hit during battle. When full, your character can perform a more powerful special attack on the enemy.

The *Final Fantasy* series has always pushed the limitations of the various consoles that it has graced, and *FFVII* is no exception. By using the 32-bit technology to its fullest, Square has created an experience nothing short of cinematic. Swooping cameras, beautiful backgrounds, and a riveting storyline propel the gamer into another world that seems so real.

▲ *Final Fantasy VII* features some of the most impressive—looking spells ever seen in a 32-bit RPG. These summoning spells are two such examples.

The only real dent in the armor is the lack of a Redbook audio soundtrack. Basically, all of the game's music is played through the PlayStation's midi chip. While adequate, this doesn't seem to do the game justice.

Regardless, with over fifty hours of gameplay spanned over three discs, this latest installment of the series is certainly the best—it definitely deserves to have a place of honor in every PlayStation owner's collection.

▶ THE GRAPHICS ARE HEAVENLY ▶ THE MUSIC IS CLASSIC FFVII ORCHESTRA
▶ THE CONCEPT REDEFINES RPGS ▶ I'LL PLAY IT FOR MONTHS WITH NO SLEEP

PSM FINAL SCORE:
A STANDARD-SETTING GAME NO GAMER SHOULD MISS

Felony 11-79

Publisher ASCII **Developer** Climax
Type Driving/Action **Players** 1 **ESRB** RP **Discs** 1

▲ Austin Powers would call this car "shagadelic", and Jake and Elwood Blues would definitely appreciate crashing heedlessly through a mall.

ASCII's latest software entry into the PlayStation library is a driving game with a significant twist. In *Felony 11-79*, you must commit a crime in your car, and then flee the scene by any means necessary. Since *you* are the criminal, other cars, road blocks, and pedestrians are just minor obstacles (better yet, targets!) that can either be avoided or plowed straight through. In fact, you get extra money for taking these hindrances out.

You start the game with four different cars (an additional 18 vehicles are hidden in the game). Each mode of transport has its own unique control dynamics and strategy, which are pretty realistic. The Vespa is great for avoiding obstacles but is very slow. Conversely, the truck is powerful and cumbersome, with the inability to make tight turns. Graphically, the three courses are varied and interesting—the closest you can get to actual cities in any game to date. In each stage, you have a goal and a final overall destination. However, you can take multiple paths to get there. This is where a lot of the real fun happens—for example, you'll have to think quick and choose a new path on the fly when you get cornered by the traffic jam ahead of you (another first. Perhaps you'll decide to crash straight through the country club....

The one area the game comes up short in is replay value. Once you beat all three courses, there is really no reason to come back. All the hidden cars were added to combat this problem. Although they alleviate it to some degree, you are still left with just the same three areas to terrorize, which can only be fun so many times. *Felony* is one of those games you can finish in a weekend, leaving you wishing for *Felony 2*, but it's still a worthy title for your library. One thing's for certain, it's a welcome change from the standard "race-your-car-around-against-others" gameplay.

▶ The graphics are very realistic ▶ The music is heavy fluff-rock
▶ The concept is the best thing about it ▶ I'll play it a lot the first week

PSM Final Score:

A good game, but it could've been great with more tracks

Disney's Hercules

Publisher Virgin Interactive **Developer** Disney
Type Action/Platform **Players** 1 **ESRB** KA **Discs** 1

While *Hercules* is not the first 32-bit Disney game (that would be *Pocahontas)*, it is the first to be released here in the U.S. You, of course, take the role of the heroic Hercules. You must guide him on a quest to rid the world of the nefarious Hades. Through 10 lengthy levels, gamers have to face off against numerous minions like the giant Cyclops and the multiheaded Hydra.

To separate this game from the myriad of side-scrollers out there, Disney has incorporated some interesting features. Levels were designed with a z-axis in mind, so Hercules can travel in and out of the screen. This provides a nice sense of depth to the various backgrounds. New character dialog and musical scores have also been added.

Characters are extremely detailed and move with a life-like fluidity. This is due to the large number of animation frames used. Over 10,000 were hand-drawn for the game, so the it almost looks as good as the movie!

Needless to say, *Hercules* is very fun to play. The simple controls and the balanced gameplay are refreshing, and let gamers of all ages jump right into the action. Unfortunately, this is also a weak-point. Hard-core gamers won't find very much replay value. Even with the three levels of difficulty, the game doesn't provide much of a long-term challenge. However, fans of 16-bit Disney games like Sega's *Aladdin* and Virgin's *Lion King* will still want to check *Hercules* out.

▶ Looks like a Disney movie come to life ▶ Sounds like a Disney movie
▶ The concept is old, but still fun ▶ I'll play it until I beat it

PSM Final Score:

An okay but a goodie for platform fans (but a bit too easy)

▲ Like their movies, Disney's games are extremely well animated and very colorful.

Resident Evil
Director's Cut

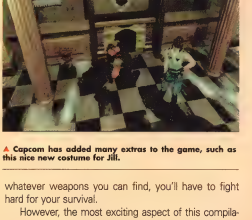
Publisher Capcom **Developer** Capcom
Type Action/Adv/Horror **Players** 1 **ESRB** M **Discs** 2

The PlayStation's most popular game returns home, and it's better than ever. Now uncut and enhanced, *Resident Evil: Director's Cut* features such extras as new cut scenes, alternate character costumes, and a new monster. The first disc contains the original U.S. version, the Japanese version (which was a bit easier), and the special Director's Cut. This provides the gamer with three different difficulty levels and certainly increases this compilation's replay value.

As with the original game, gamers can control either Jill Valentine or Chris Redfield. Both are members of S.T.A.R.S. (Special Tactics And Rescue Squad) who have been assigned to investigate a teammate's helicopter crash. Upon finding the crash site, you're chased into a foreboding mansion full of zombies, giant spiders, and other gruesome horrors. Using your brains and whatever weapons you can find, you'll have to fight hard for your survival.

However, the most exciting aspect of this compilation isn't really the game itself but the awesome *Resident Evil 2* demo included on the second disc. While it's only a hint at what's to come, the demo does provide *Resident Evil* fans with a sneak peak at what is easily one of the most anticipated titles of the upcoming year.

Gamers looking for a completely new experience may be a bit disappointed, but if you love *Resident Evil* as much as we do, then this game definitely belongs in your collection. There are certainly enough extras to warrant a second look, and you know you can't resist the *RE2* demo.



▲ Capcom has added many extras to the game, such as this nice new costume for Jill.

▶ The graphics still look great
▶ The music is downright spooky
▶ The concept is cool for fans
▶ I'll play it until I see all the extras

PSM Final Score:

A fun plus for fans until part two finally comes out

Ace Combat

Publisher Namco **Developer** Namco
Type Flight Sim/Action **Players** 1 **ESRB** KA

Most jet fighting games on the PlayStation have been pretty disappointing, with the original *Air Combat* and *Bogey Dead 6* being the only exceptions.

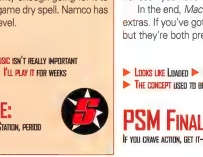
Thanks to Namco and its stellar *Ace Combat 2*, the dry spell is over. This is the best jet fighting game to grace the PlayStation yet, with more than 20 missions that will have you flying over every kind of terrain possible, all stunningly beautiful. The polygon count for each of the planes is the highest of any flying game available—the airbreaks and flaps actually move when you maneuver! The selection of aircraft you can fly is also the widest of any other game in the genre.

The control and physics, which are the keys to any good flying game, are both incredible and accurate. The control is analog, with default configurations for the Sony analog dual joystick, analog game pad, and the NegCon. This alone would be enough to put *Air Combat 2* way above the competition, but it doesn't stop there. All the missions are challenging because of the sophisticated enemy artificial intelligence, and the mission variety really makes this a benchmark game. With air and ground targets to tackle, strategy comes into play much more than in any of the other flight sims. The only downside is that you can only land your bird at the end of a small percentage of the missions, and you never get to take off.

Still, *Ace Combat 2* has plenty enough going for it to get us through the next flying game dry spell. Namco has taken air warfare to the next level.

◀ **The ability to fly the A-6 Intruder and the experimental X-29 are enough to justify the price of admission.**

▲ **No, you can't blow up the dam, but the realistic nature of the graphics really does a lot to pull you into the world of *Ace Combat 2*.**



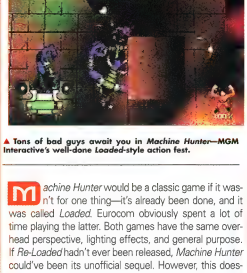
▶ THE GRAPHICS ARE FLAWLESS ▶ THE MUSIC ISN'T REALLY IMPORTANT
▶ THE CONCEPT IS VERY WELL EXECUTED ▶ I'LL PLAY IT FOR WEEKS

PSM FINAL SCORE:

THE BEST FLIGHT COMBAT GAME ON THE PLAYSTATION, PERIOD

Machine Hunter

Publisher MGM Interactive **Developer** Eurocom
Type Action/Shooter **Players** 1 or 2 **ESRB** T **Disc** 1



▲ **Tons of bad guys await you in *Machine Hunter*—MGM Interactive's well-done *Loaded*-style action fest.**

Machine Hunter would be a classic game if it wasn't for one thing—it's already been done, and it was called *Loaded*. Eurocom obviously spent a lot of time playing the latter. Both games have the same overhead perspective, lighting effects, and general purpose. If *Re-Loaded* hadn't ever been released, *Machine Hunter* could've been its unofficial sequel. However, this doesn't mean *Machine Hunter* isn't a good game. It's well designed, with sprawling, maze-like levels and plenty of tough adversaries.

A mining planet has been taken over by some evil aliens, and it's your job to get inside, rescue the hostages, and eradicate the infesting vermin. The game controls well, with a *Robotron*-like firing scheme. Each button shoots in a specific direction, no matter where you're standing. While this takes some getting used to, it ultimately becomes intuitive. To aid your mission, you've been given the power to take over any machine you destroy (hence the name). Once you assimilate the machine you get to use it, and each one controls a little bit differently.

Machine Hunter has one-upped *Loaded* in level design. *Hunter* wisely chose to go for multi-tiered levels, giving the game an added dimension of gameplay. Not only do you have to find specific items, you have to figure out how to get to that other area.

The game is good and bloody, and like *Loaded* leaves footprints from the spilled blood of your enemies. Even the machines leave little blood tracks. The techno soundtrack adds to the game nicely, pushing you along. Once players get the hang of the game's fast pace and rhythms, it does become mildly addictive, and let's be honest—you have to love this much pure violence.

In the end, *Machine Hunter* is just *Loaded* with a few extras. If you've got one, you don't really need the other, but they're both pretty good.

▶ LOOKS LIKE *LOADED* ▶ SOUNDS LIKE INDUSTRIAL TECHNO FOR PSYCHOS
▶ THE CONCEPT USED TO BE CALLED *LOADED* ▶ I'LL PLAY IT FOR AWHILE, ACTUALLY

PSM FINAL SCORE:

IF YOU CRAVE ACTION, GET IT—UNLESS YOU'RE TIRED OF *LOADED*.

Namco Museum Volume 4

Publisher Namco **Developer** Namco
Type Classic Arcade Collection **Players** 1-2 **ESRB** KA

Number four in the Namco collection has been criticized for the weak nature of the games it includes, but frankly, this disc features two of the strongest titles in Namco's library: *Pac Land* and *Assault*.

In many ways, *Pac Land* was the granddaddy of the modern platform game. Just take one look at this game and tell me you haven't seen it a zillion times before—only when *Pac Land* first came out, those other games didn't exist. Zooming through ghost-infested, platform-filled levels is made all the more hazardous by the constant tapping motion required to make *Pac Man* run. Hey, it's no *Crash*-beater, but it was state-of-the-art back in the day. It also features more hidden cheats than any game of its kind—just try jumping at the last second before you cross the goal line.

▲ **Remember *Pac Land*? Well, now you can play it at home.**

Assault is even better. A classic shoot 'em up set on a series of asteroids, you use the minimal gravity to your advantage as you launch bombing and strafing runs on alien opponents. The game is best played using the dual analog stick, making it easy to keep track as the screen scales and rotates. The game's graphics are still impressive today, when you consider how old they are.

As for the rest of the disc, it's more of a stroll down memory lane for trivia and retro buffs, rather than a fun gaming experience. There's *Genpeitoumaden*, a side-scrolling beat 'em up in the *Ninja Gaiden* mold. Perhaps even less interesting is *Return of Ishtar*, a huge but ultimately dull action RPG (they used to be called maze games). But the strength of the first two titles more than makes up for these slight deficiencies. *Namco Museum Volume 4* is a good value and good fun—that is, if you're old enough to have been around back when these games were big in the first place.

▶ LOOKS LIKE YOU MADE THE GAMES YOURSELF ▶ SOUNDS LIKE "BANG-BONK"
▶ THE CONCEPTS WERE NEW BACK THEN ▶ I'LL PLAY IT JUST TO REMEMBER

PSM FINAL SCORE:

PAC LAND ALONE MIGHT BE WORTH IT, BUT JUST BARELY

Super Street Fighter Collection

Publisher Capcom **Developer** Capcom
Type Fighting **Players** 1 or 2 **E.S.R.B.** T **Discs** 2

Most every year Capcom ports over its latest *Street Fighter* game, each featuring newer characters and even more impressive-looking special moves. While most gamers expected the next release to be a conversion of *Street Fighter EX* or even *Street Fighter III*, Capcom has surprised everyone and gone retro.

Super Street Fighter Collection is a two-CD set featuring the classic *Super Street Fighter II* and *Super Street Fighter II Turbo* games. Also included is *Street Fighter Alpha 2 Gold*, which never made it to the U.S.

While the *Super* games don't feature as many special moves or innovations (like Custom Combos) as their *Alpha* counterparts, they are often still considered the best of the series. Perhaps its the back-to-basics gameplay and simplistic controls that fans prefer.

▲ **Now hard-core fans can play their favorite characters once again, with classic moves like Guile's Flash Kick.**

As with most of Capcom's ports, this collection is arcade-perfect. The control is flawless, and special moves come off without a thought. This is easily the best-playing *Street Fighter* port yet.

It is unfortunate, however, that Capcom was not able to include any additional features with this collection. A practice mode would have been appreciated, as would have a group battle mode. With games such as *Tekken 2* and *Soul Blade* brimming with extra new options, gamers now expect more than just the coin-op.

Still, the *SSF Collection* is still sure to please fans. By including three games, Capcom is giving its fans their money's worth, and it should help pass the time until the next new *Street Fighter* game heads home to PlayStation. *Shoryuken!*

▶ The graphics still look good
▶ The music brings back the days
▶ The concept at its purest ▶
I'll play it as much as I did the first time

PSM Final Score:

They're old games, but still great for fans of the series

NHL Powerplay '98

Publisher Virgin Interactive **Developer** Radical Ent.
Rating K to A **Players** 1 to 4 **Discs** 1

▲ **Great animations give *Powerplay '98* a very realistic look, and zooming in close on the replays really shows off some amazing hits.**

Just over a year ago, the Vancouver-based developers at Radical Entertainment unveiled a game that forever changed the future of videogame hockey. *Powerplay* was the first hockey game to use polygons, a smart camera, real hockey artificial intelligence, and detailed strategy settings. This year, every other hockey game coming to the market has learned well, and copied these same features.

For *Powerplay '98*, the developers have taken the bare bones hockey engine of last year and added all the bells, whistles, and gameplay tweaks to make sure it stays one of the best sims available. Even more motion-capture animation was taken for this year's game, which allows for new moves like dropping to block a shot, and passing or shooting while stumbling from a check. The hockey AI is even better than last year, as the players react and play like the real deal. This is most obvious when you set up a powerplay in the opponent's zone—the way the players move around and attack the net is textbook hockey.

Unfortunately, there are a couple of problems with *Powerplay '98*. First of all, the action is just a little bit too slow for our tastes. Secondly, even after you've played countless games, you still never really find a solid feel of control over shooting the puck.

Still though, no other 32-bit hockey title has done any better in either category, which leaves *Powerplay '98* as the current number-one hockey game on the PlayStation. But the guys at Radical better not take it easy, because big guns like Sony and EA Sports are prepping their own big new hockey releases. It will be very interesting to see if any of the newer hockey sims will have what it takes to knock *Powerplay* off the top and be the best. Either way, hockey fans are going to enjoy *PP '98* for its depth and its play. If you enjoyed the first one, you ain't seen nothin' yet!

▶ The graphics are extremely fluid ▶ The music isn't really applicable
▶ The concept keeps getting better ▶ I'll play it all season long

PSM Final Score:

For its second consecutive year, *Powerplay* is king

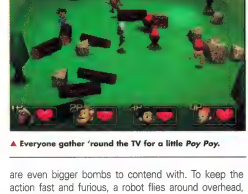
Poy Poy

Publisher Konami **Developer** Konami
Type Party/Action **Players** 1 to 4 **ESRB** KA **Discs** 1

With the conspicuous lack of a *Bomberman* title for the PlayStation (Saturn *Bomberman*? Give us a break...) it's awesome that Konami has come up with *Poy Poy*—a four-player party game that borders on mayhem at the low points, of which there are few, and insanity at the high points, which is pretty much all of the time.

Four players enter one of seven rings, with each ring being populated with rocks, bombs, and other throwable objects. What happens next is so simple, it's almost mind-boggling: the four players start picking up the items and throwing them at each other. That's it. You throw stuff at other people. You even throw other people at other people. Brilliant...other game publishers may do well to take note of the appeal of such simplicity.

The throwing continues until everyone, save one, is dead. The bombs have a rather large radius, and there are even bigger bombs to contend with. To keep the action fast and furious, a robot flies around overhead, replenishing the items as soon as they're destroyed.



▲ **Everyone gather 'round the TV for a little *Poy Poy*.**

There's hardly any time to think, let alone breathe. To make matters worse, you even have to deal with environmental hazards. One arena has a robot with a death-ray eye that spins around, burning everyone in its path. Another has a rock dinosaur that walks around, blindly eating people.

While graphics are hardly ever the most important element of multiplayer games, they still need to be counted. *Poy Poy's* are satisfactory, although a little detail could've been used on the characters themselves—they are really just plain, flat-shaded polygon clusters with a head. But let's not get too picky.

Poy Poy is a splendidly fun game, and it even succeeds as a one-player venture. But to get the most out of it, you're going to need a Multi-Tap, four controllers and three pals. "Twister" will never sell another box.

▶ The graphics are simple, but so what? ▶ The music doesn't matter
▶ The concept is simple and fun ▶ I'll play it for hours with friends

PSM Final Score:

Finally, the PlayStation has a truly great party game

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FLASHBACK

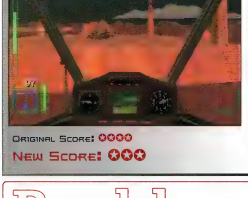
Ever wonder how games of the past would do if compared to today's latest hits? Wonder no longer, as PSM has gone back and dug out some of the PlayStation's classic games. We've replayed them in order to see if they still have what it takes to be number one and then rescored them to today's standards. How did they comapre? Read on and find out.

Warhawk

Type: Fight-Based Shooter
Publisher: Sony CEA
Developer: SingleTrac
Release Date: 10/04/95

At the launch of the PlayStation 2 years ago, *Warhawk* was one of the titles that sold the machine. It showed off the intense 3D action and some of the special effects the new console on the block was capable of. At the time, the only real critisism that could be made was about how the game was way too short.

By today's standard, *Warhawk* is only an average game and remains way too short. It still kind of stands alone, though, as the only hovercraft/shooter available for the PlayStation—at least until *G-Police* comes out. Visually, it can't compare to most of the games released today, but the control and physics engine can teach many of the latest titles a thing or two about gameplay. By the way, somebody tell Singletrack we are still waiting for *Warhawk 2* to come and blow everyone away.



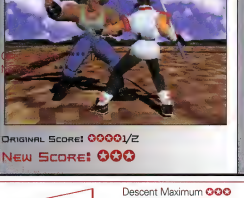
Original Score: ●●●●
New Score: ●●●

Battle Arena Toshinden

Type: Fighting
Publisher: Sony CEA
Developer: Tamsoft
Release Date: 09/09/95

The first fighting game to be released for the PlayStation, *Battle Arena Toshinden* showed off the vast potential of Sony's console. The game had everything: beautiful polygonal characters, cool-looking special moves, and true 3D environments to fight in. While the controls were a little bit unforgiving at first, gamers quickly got used to it. The ability to ring-out opponents was a huge plus, as were the little extras like four different camera views.

Now, nearly two years later, *Toshinden* is still a pretty good fighting game and can almost hold its weight in a genre crowded with heavy hitters. *Toshinden* still plays decently, even by today's standards, and the 3D character movements have yet to be surpassed. Both new and long-time PlayStation owners should definately check it out.



Original Score: ●●●●1/2
New Score: ●●●

Jumping Flash 2

Type: Action/Platform
Publisher: Sony CEA
Developer: Sony CEA
Release Date: 08/21/96

It's hard to describe the gameplay in *Jumping Flash 2*. Basically, you're a rabbit with an amazing leaping ability, trying to save the world from the evil Baron Aloha. I know...it's very strange. Like its predecessor, the first *Jumping Flash*, *JF2* featured truly unique gameplay. Jumping from platform to platform gave a sense of acrophobia that no game could match.

Even to this day, nothing like *Jumping Flash 2* has ever appeared on the PlayStation. Sony should be applauded for bringing it out. It improved upon the already unique formula of the first game, and added cooler graphics and a bunch of helpless mumus needing rescue. Sure, it has that kind of "kiddie" look to it, but trust us when we say it's totally fun and extremely addictive. The only thing that could top it is the highly rumored *Jumping Flash 3*. Oh Yeah!

Original Score: ●●●●1/2
New Score: ●●●●1/2

Backlog

Since this is our first issue, we thought you'd be interested in what we thought about several of the games that came out in the past several months. We rated each of them so you know where our heads are when perusing the current reviews section. The plan is to continue with this section from month to month so you'll always know the good from the bad—and how to spend your hard-earned cash.

2 Xtreme ●
Andretti Racing ●●●●
Broken Helix ●●●●
Ball Blazer Champions ●●●
Battle Arena Toshinden 3 ●●●1/2
Battle Stations ●●●
Blast Chamber ●●1/2
Brahma Force ●●●●
Bubsy 3D ●●
Carnage Heart ●●●●1/2
City Of The Lost Children ●●●1/2
Codename: Tenka ●●●●
Contra: Legacy Of War ●●
Cool Boarders ●●●●
Crash Bandicoot ●●●●
Descent Maximum ●●●
Die Hard Trilogy ●●●●
Independence Day ●●
Jet Moto ●●●●
King's Field 2 ●●●1/2
Mechwarrior 2 ●●●
Mega Man 8 ●●●●
Motor Toon Grand Prix ●●●●
Nanotech Warrior ●●●●
Need For Speed 2 ●●1/2
Overblood ●●●
Pandemonium ●●●1/2
Peak Performance ●●●1/2
Persona ●●●
Pitball ●●●1/2
Power Slave ●●●●
Psychic Force ●●●
Rage Racer ●●●1/2
Rally Cross ●●●●
ReLoaded ●●
Rush Hour ●●●
Sentient ●●●1/2
Soul Blade ●●●●●
Spider ●●●
Spot Goes To Hollywood ●
Star Gladiator ●●●●
Suikoden ●●●●●
Super Puzzle Fighter 2 Turbo ●●●●●
Tail Of The Sun ●●●●
Ten Pin Alley ●●●
Test Drive Off Road ●●●
Thunder Truck Rally ●●●
Tiger Shark ●●●
Tobal #1 ●●●●●
Tomb Raider ●●●●●
Twisted Metal 2 ●●●●1/2
Vandal Hearts ●●●●
VMX Racing ●●1/2
WCW Vs. The World ●●●
Wild Arms ●●●●●
Wing Commander IV ●●●
Wipeout XL ●●●●●

the TOP 25 PlayStation Games of ALL TIME

Hey, we know everyone has their own "Best Games Ever" list, but here at PSM, we thought we'd try doing things a little differently. We could sit in some stuffy room and come up with what *we* think are the best games, but we know the only opinions that really count here are *yours*—the hard-core PlayStation gamers who actually go out and spend the money.

So, we went to the Internet and let people vote on their favorites through our website, which was accessible from many of the websites on the Imagine Games Network. We provided a list of contenders, including every game that could conceivably warrant a consideration. Our only stipulation was that our contenders had to have been released before June 1 (no voting for Japanese titles or games that weren't out yet). You let your voice be heard, and we must admit, some of your votes were a little surprising! So without further adieu, let's take a look at your top 25 favorite PlayStation games of all time!

25 JUMPING FLASH

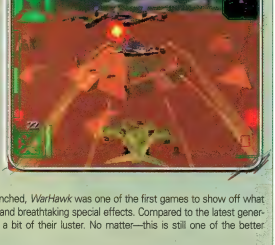
Publisher: Sony CEA **Developer:** Sony CEI
Release Date: 11/10/95
Type: Action/Platform

What It's All About: Bunny-hop your robot rabbit through trippy 3D playgrounds, shooting frogs in top-hats with acorn bombs. Your quest is to confront the snappily-dressed Baron Aloha.

Why It's Great: *Jumping Flash!* was the first true 3D platform game, and it did a darn good job of it. It was also the first game to use a first-person perspective (made popular by such dark, gory games as *Doom*) with a bright cartoon world. Add in the ability to leap tall buildings in a single hop, and you've got one of the PlayStation's best-kept secrets.

Favorite Moment: The first time you nail the Triple-Jump and gain maximum altitude—even if you've never been afraid of heights before, you can't help the feeling of vertigo once you get that high and look down at the world far below!

24 WARHAWK



Publisher: Sony CEA **Developer:** SingleTrac
Release Date: 11/10/95 **Type:** Action/Flight

What It's All About: Piloting a high-tech fighter (that looks just like the ship from Aliens, BTW) through six missions in which you get to blast the hell out of anything that moves with really cool missiles.

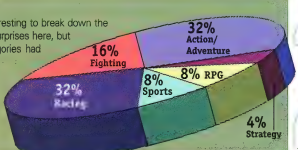
Why It's Great: Available when PlayStation launched, *WarHawk* was one of the first games to show off what the system was capable of, with true 3D flight and breathtaking special effects. Compared to the latest generation software, *WarHawk's* graphics have lost a bit of their luster. No matter—this is still one of the better PlayStation games just to pick up and play.

Favorite Moment: The first time you lock onto a target and let fly with the Swarm Missiles—those things are just too cool!

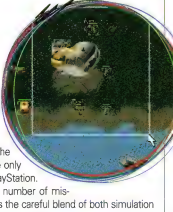
Voting By Genre

Just for kicks, we thought it would be interesting to break down the voting by genre. As you can see, no real surprises here, but keep in mind that the more popular categories had plenty more games to choose from.

- Racing 32%
- Action/Adventure 32%
- Fighting 16%
- Sports 8%
- RPG 8%
- Strategy 4%



Publisher: Westwood
Developer: Westwood
Release Date: 3/13/97
Type: Strategy



What It's All About: Assume the role of a military leader as you command countless troops and vehicles through 60 missions of merciless destruction and guerrilla warfare.

Why It's Great: *C&C* pioneered the real-time strategy genre and is the only game of its kind available on the PlayStation. The balanced gameplay and large number of missions kept gamers hooked, but it is the careful blend of both simulation and action elements that makes this game truly unique. Not only do you have to blast away enemy troops, you must also gather resources to build up your bases and units.

Favorite Moment: Taking over an enemy's military base within the first few minutes of the game, then using his own units to complete your mission. Talk about bitter irony!

23 COMMAND & CONQUER

Publisher: Psygnosis **Developer:** Psygnosis
Release: Date: 11/21/95 **Type:** Racing

What It's All About: Jetting down long, winding roller coaster-like tracks at really speedy speeds while listening to loud techno music and shooting the crap out of other cars.

Why It's Great: First of all, this game just oozes coolness. The cars are cool, the explosions are cool, the music is cool...even the hi-tech designs for the menu screens are cool! You just can't look at this game and not want to play it. Add some gravity-defying turns and a few homing missiles, and you've got the flagship title for hip videogame culture.

Favorite Moment: When you're playing Link-Up competition against a friend and you blast him into smithereens a split-second before zipping by to take first place.

22 WIPEOUT

21 NBA SHOOTOUT '97

Publisher: Sony CEA **Developer:** Sony Interactive
Release Date: 3/12/97 **Type:** Sports

What It's All About: Take every player from the NBA (well, except for a couple), put them in polygonal bodies, and then hit the court for some top-notch 32-bit hoops.

Why It's Great: If you're an NBA fan, then you're in hoops heaven! The stats are there, the motion-captured animation is nice and smooth, and the two-player game is intense. A few things could be improved, but any problems should be perfected for *Shootout '98*. All-in-all, this title is a great game that any hoops fan will keep coming back to, for both one- and two-player action.

Favorite Moment: *(Chris speaking here)* I remember when I first put the Bull's Michael Jor—I mean, "Roster Guard" into the lineup. First I dunked on Kemp, then his girlfriend Ewing got mad so he had to get slammed on, then Luc Longley kept turning the ball over—so he had to get dunked on, too.

20 TWISTED METAL

Publisher: Sony CEA **Developer:** SingleTrac
Release Date: 11/10/95 **Type:** Action/Driving

What It's All About: Listen to some '80s metal while tearing up the road in a wide variety of nasty vehicles, shooting at other cars with no regard for public safety.

Why It's Great: First off, you've just got to love this game's blatant lack of morals. *Twisted Metal* just says "Here's a tank, here's a flamethrower, there's your targets—now get to work!" The next thing you know, you're ripping up some guy's lawn while trying to get a missile lock on an ice-cream truck. To the game's credit though, you can't run over any dogs, no matter how hard you try.

Favorite Moment: When you finish the game as Yellow Jacket, and as your prize, you get to find out what happened to your long-lost son. As it turns out, he was the vicious serial killer known as Sweet Tooth—the guy you just killed to win the game! Whoops!

19 RIDGE RACER

Publisher: Namco **Developer:** Namco
Release Date: 9/9/95 **Type:** Racing

What It's All About: An arcade-style racer, where you zip along cliff sides at really unsafe speeds while listening to the announcer say all sorts of stupid—but funny—things.

Why It's Great: Even though you've only got one real track to race on, it's a very-well done track with lots of great scenery and corners to master. The graphics were great, and for the time, it was the absolute state-of-the-art in home racing games. *Ridge Racer*, perhaps more than any other game, was the title that proved to the world that PlayStation was for real.

Favorite Moment: When you finally beat that "mystery" black car on the advanced track, after countless hours of cursing how unfair it is and how no human on Earth has a chance of beating it in a fair race.

18 STREET FIGHTER ALPHA 2

Publisher: Capcom **Developer:** Capcom
Release Date: 11/1/96 **Type:** Fighting

What It's All About: The sequel to the prequel of the *Street Fighter* that came before *SFII*. Hey, it may be confusing, but Capcom's still the daddy when it comes to balls-out 2D fighting game action.

Why It's Great: The *Street Fighter* series has always been tops in quality, and *Alpha 2* is no exception. New features such as the Custom Combo system, with extremely balanced and refined gameplay, make this version the best. Plus, this one introduced Sakura, the little Ryu-wannabe schoolgirl whose attacks are all designed around kicking her skirt up. That's Capcom for ya—always thinkin'.

Favorite Moment: Hearing your friend complain about the joypad after you smear him all over the street with your worst character. One-handed. *(Yep, that's our Stephen, always modest)*

17 FORMULA 1

Publisher: Psygnosis **Developer:** Bizarre Creations
Release Date: 10/23/96 **Type:** Racing

What It's All About: Formula one racing to the max—literally. It's just as much a sports sim as it is racing game. All the stats from the real '96 season are in there, which made for the most realistic racing experience at the time.

Why It's Great: You can actually race all several hundred laps of a given race if you want to. Psygnosis went a long way to ensure the realism of this awesome racer. It's the inclusion of the (still very fun) novice mode that exemplifies the complete nature of *F1*. Anyone, and I mean anyone, can pick this up and have a blast. The AI is also the best of any of the racing titles out there, so for straight up racing you can't beat this gem.

Favorite Moment: Entering the code for Spanish mode and pretending to race in Spain.

16

TOBAL NO. 1

Publisher: Sony CEA **Developer:** Square/Dream Factory
Release Date: 10/31/96 **Type:** Fighting

What It's All About: A bright, colorful, cartoon-ish fighting game, where the final three bosses include a tall, lanky frog, a giant blue pig (complete with red cape), and a killer bunny rabbit.

Why It's Great: Tobal was a refreshing change from the usual fighting games of the time. Not only because of the lighter atmosphere, but because the game introduced so many new concepts, like grappling and the "high, medium, low" attack system. Plus, the graphics looked like a living cartoon, with super-smooth motion-captured polygon characters, and a high screen resolution.

Favorite Moment: It was early in the morning, and after a full night of playing, we were laughing at the stupidest things. When we saw Mufu (the lanky frog) strike his "look at my butt" winning pose for the first time, we completely lost all composure and had to stop playing.

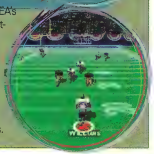
15

NFL GAMEDAY '97

Publisher: Sony CEA **Developer:** Sony Interactive
Release Date: 12/4/96 **Type:** Sports

What It's All About: Totally realistic NFL football, baby.

Why It's Great: When *GameDay* first came out, EA's *Madden* was the untouchable king of videogame football, and many thought *GameDay* didn't stand a chance against it. But great gameplay, coupled with standard-setting innovations, have won gamers' respect. You can't beat those bone-crunching hits.



Favorite Moment: Entering all of the game's codes at once, so you get tiny players that jump ten feet high with Amazon cheerleaders on the sidelines.

14

DIE HARD TRILOGY

Publisher: Fox Interactive **Developer:** Probe
Release Date: 9/17/96
Type: Action/Driving/Shooting

What It's All About: It's three games in one: First, you shoot people in a parking garage. Next, you blow away loads more people at an airport. Finally, you drive around running over countless pedestrians.

Why It's Great: Hey, if you just read what this game is about, then what else needs to be said? If you can appreciate the most meaningless, no-apologies violence ever, then it doesn't get any better than *Die Hard Trilogy*. In general, those "multiple games in one" titles always blow, but this one breaks the mold and is a great time no matter which mode you're playing.

Favorite Moment: When you first switch to the "in-the-car" view in the driving mode, then run over a sidewalk full of people—your windshield wipers automatically turn on to clear the blood away just as fast as you can pile up the bodies. Nice touch!

When he asks for a donut,

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12 JET MOTO

Publisher: Sony CEA **Developer:** SingleTrac
Release Date: 11/14/96 **Type:** Racing

What It's All About: A racing game like no other, *Jet Moto* puts you in control of a futuristic air bike, as you fly over land and sea at breath-taking speeds.

Why It's Great: The true physics engine of this game is simply the best. It's not the prettiest game to look at, but it has controls that most other games only dream of. If you can imagine a trick, you can probably pull it off in *Jet Moto*. The learning curve is satisfyingly steep with an incredibly difficult but fun final track, appropriately named Nightmare. In addition, the two-player split-screen mode can't be beat for bonding with your friends.

Favorite Moment: The first time you fly off the cliff on Blackwater Falls and your jaw drops. How cool.

11 RALLY CROSS

Publisher: Sony CEA **Developer:** Sony Interactive
Release Date: 2/19/97 **Type:** Racing

What It's All About: Bounce around the track in an intense off-road rally race, where the main challenge is keeping your car on all four wheels as you flirt with disaster at every little bump.

Why It's Great: It takes a lot of skill to keep from flying out of control and rolling over, so the racing in *Rally Cross* requires you to develop certain skills that can really add to the experience. This isn't just your average "never take your foot off the gas" racing game, and if you play it the way it's supposed to be played, you'll find the experience that much more rewarding.

Favorite Moment: When you plug in Sony's Analog Control Pad and find that not only is your car a zillion times easier to control, the game's that much more fun, too! (And for those of you with import Japanese Analog pads, they buzz like crazy!)

10 DESTRUCTION DERBY 2

Publisher: Psygnosis **Developer:** Reflections
Release Date: 11/6/96 **Type:** Racing

What It's All About: The name says it all. Drive around and bash other cars, with big points awarded for sending an opponent into a 360. It features a healthy variety of tracks and insane bowl arenas to race and crash on.

Why It's Great: The first *Destruction Derby* was a great idea, but had its share of flaws. However, the second installment is near perfect, thanks to an incredible driving engine, precision control, a challenging learning curve, and an ingenious damage system. The racing is so detailed, you can even lose a wheel and break an axle!

Favorite Moment: Pulling a backflip with a half-twist off the second jump in Chalk Canyon—yeah baby, YEAH!

Publisher: Konami **Developer:** Konami
Release Date: 3/27/97 **Type:** RPG/Strategy

What It's All About: Set in a 3D isometric world, *Vandal Hearts* is a combat-based RPG. You play the role of Ash Lambert, a hero trying to win over evil and reunite the lands of Ishtaria.

Why It's Great: *Vandal Hearts* has added a whole new slant to the RPG genre. It focus more on the action and strategy elements, which allows for a more in-depth and fast-paced game. The great character designs and well-written stories kept gamers hooked and constantly coming back for more.

Favorite Moment: You're nearly dead, but you still manage to strike down that last enemy soldier with a killing blow. You hear them scream in agony as they explode into a big pile of blood.

9 VANDAL HEARTS

9 TWISTED METAL 2

Publisher: Sony CEA **Developer:** SingleTrac
Release Date: 11/6/96 **Type:** Action/Driving

What It's All About: The first one sold a truckload, so Sony responded with a higher-octane sequel featuring new drivers, new cars, new weapons, and—can you believe it?—twice as much carnage as before.

Why It's Great: The game disk is completely full—the designers could have put nothing more into the game. Considering the room available on a CD-ROM, that is an insane amount—especially since there is hardly any FMV to speak of, really. The first *Twisted Metal* was incredibly fun, so little was done to the gameplay. The worlds are just bigger, as well as the weapons. There was the addition of "advanced attacks," borrowed from the fighting genre, and rumor has it far more are hidden in the game than than the ones already available.

Favorite Moment: Using the advanced attacks creatively: freezing your opponent, laying a couple of mines nearby, then backing up to a safe distance and pummeling it with your napalm.

RAGE RACER

Publisher: Namco
Developer: Namco
Release Date: 5/14/97
Type: Racing

What It's All About: More classic ridge racing with new options, a new track, and better graphics. Plus, you can earn money to buy new cars.

Why It's Great: This is actually the third *Ridge Racer* game to hit PlayStation, and it offers a lot more than the first sequel, *Ridge Racer Revolution*. Pretty much everything that made the original game great is done even better, but the real joy comes out of the cool new extras—such as the option to customize your car with the game's own paint program. Really cool stuff.

Favorite Moment: Writing dirty words all over the cars, then taking people totally by surprise when they pop up in the game. Then we act all offended and storm out of the room.

CRASH BANDICOOT

Publisher: Sony CEA **Developer:** Naughty Dog
Release Date: 9/4/96 **Type:** Action/Platform

What It's All About: You're a bandicoot (a large rat), who gets his jollies by hopping on other animal's heads and walking around wearing pants. Not your normal bandicoot activities, but hey, that's Crash.

Why It's Great: The first thing you'll notice are the colorful, high-resolution graphics, which are nothing short of breathtaking. Play the game and you'll find that there's also some very solid gameplay in there, too. All the great platform-jumping action that made the genre a hit years ago is still addictive. And since the game keeps mixing up the level types, the action stays fresh.

Favorite Moment: The one second before Crash jumps on that hog and rides him—he turns back to look at you and raises his eyebrows as if to say "I'm gonna make that hog squeal like a pig." That Crash is one naughty character.

Publisher: Konami **Developer:** Konami
Release Date: 12/28/96 **Type:** RPG

What It's All About: As the son of a General, you discover corruption within the Empire and seek freedom from it. You must gather your rebel troops and prepare them for a final battle against the royal army.

Why It's Great: An RPG in the classical sense, *Suikoden* has all the elements that made the *Final Fantasy* series such a hit. Beautiful graphics, an amazing orchestrated musical score, and the epic story will draw players deep into the game and just won't let go. Be careful, though—remember what happened in the first *Poltergeist* movie?

Favorite Moment: Finally recruiting the 108th character to your party, which is the hardest part of the game. Nothing really special happens, but at least you get to say you did it.

SUIKODEN

give it
to him.
G.Police
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WIPEOUT XL

Publisher: Psygnosis **Developer:** Psygnosis
Release Date: 10/29/96 **Type:** Racing

What It's All About: *Wipeout XL* is pretty much the same as the first *Wipeout*, only it's bigger and better in almost every category. There's no deep storyline or reason for a sequel really, it's just back for more fun!

Why It's Great: *Wipeout XL* is bigger, faster, and meaner than the first one, and it even improves on the original's ground-breaking special effects! The transparent blue jet streams flowing from each hovercraft has you drooling from the first glance. Also, they added loads more tracks, and upped the speed considerably. If you liked the first one, you'll love the sequel!

Favorite Moment: The first time you use the new Earthquake weapon and you see the "quake" effect as the wave of destruction ripples through the track ahead of you—no doubt about it, this is major-league cool.

SOUL BLADE

Publisher: Namco **Developer:** Namco
Release Date: 2/28/97 **Type:** Fighting

What It's All About: Weapons-based combat taken to the extreme. *Soul Blade* is Namco's latest fighting game and features ten characters dressed in really funky Eastern clothing.

Why It's Great: *Soul Blade* features some of the most detailed characters seen on the PlayStation. Realistic weapons combat, a plethora of crazy options, and a wickedly evil villain make this the best Namco fighting game ever. The story mode is also a nice addition, and it lets gamers win even cooler looking weapons for their characters to use.

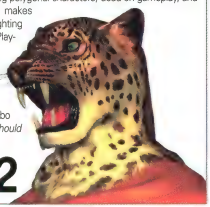
Favorite Moment: Finally figuring out how to change the color of Sophitia's undies. Every fighting game should have this as an option.

Publisher: Namco **Developer:** Namco
Release Date: 8/28/96 **Type:** Fighting

What It's All About: A whopping 23 fighters all come together for a tournament, including Heihachi, that funky old bald dude who Kazuya threw off a cliff at the end of the first *Tekken*.

Why It's Great: Great-looking polygonal characters, dead-on gameplay, and a ton of modes and options makes *Tekken 2* one of the best fighting games ever. In most regards, the PlayStation port is actually better than the arcade, thanks to extra modes and new secret tricks. The fighting is about as deep as it gets, with loads of attacks and combos to master. All this, plus you can fight as a bear!

Favorite Moment: Successfully executing your first 10-hit combo and watching your opponent grimace in pain. (*Maybe we should take Stephen off these fighting games for a while...*)

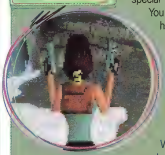


TEKKEN 2

TOMB RAIDER

Publisher: Eidos **Developer:** Core
Release Date: 11/15/96 **Type:** Adventure/Strategy

What It's All About: You're Lara Croft, a female Indiana Jones-type adventurer who has a special fondness for guns. You spend hours upon hours getting lost in giant caves, solving puzzles, shooting things, and hoping in vain that Lara will take her clothes off.



Why It's Great: Well, first off, there's Lara Croft. *Oooh-la-la!* Then of course, there's the classic gameplay. The game's got good action, but for once the goal isn't to tally up the highest body count. You must use your head to figure out the game's many puzzles and mysteries. By the time you've fully explored a level and found all of its secrets, you really feel like you've accomplished something.

Favorite Moment: When you beat the game in less than an hour, and Lara says "Pretty impressive, big boy," then proceeds to disrobe while the theme from *Raiders of the Lost Ark* plays in the background. Oh, wait—that was just one of my weird "Lara" dreams....

How We Voted

We cast our votes the same as you guys, and our opinions didn't weigh any more or less than yours. Just for fun, we thought we'd let you peek at our own personal top fives, so you can get an idea of what types of gamers we are.

Chris

I'm a pretty well-rounded gamer: I like action, sports, fighting—pretty much everything!

1. Tomb Raider
It was a tough call, but I've got to go with the lovely Ms. Croft. I love working those puzzles!
2. Resident Evil
Love the shotgun, love the gore, love mindless zombies. Hate the way saving works, though.
3. In The Zone 2
The best hoops game ever, in my book. It's got a great arcade feel, and a true polygon Jordan!
4. Tobal No. 1
This game gets credit for bringing new ideas to the genre—and for Mufu's "butt dance."
5. Crash Bandicoot
I'm just a big platform-softie at heart, and *Crash* is right up there with the best of 'em.

Steve

Fighting games have always been a favorite of mine. I just love the "friendly" competition and learning to pull off those difficult combos!

1. Resident Evil
I love horror and action films, so this definitely had to be at the top of my list.
2. Tomb Raider
A true original, with a strong female character and great puzzles. I can't wait for the sequel!
3. Tobal No. 1
Tobal was easily one of the most innovative fighting games last year. I love that Quest mode.
4. Street Fighter Alpha 2
I love the *Street Fighter* series! Cool characters and moves keep me coming back for more.
5. Super Puzzle Fighter 2 Turbo
Puzzle Fighter has a great two-player mode and plenty of secrets—plus the *SF* characters!

Noah

I get off on anything that simulates something I could never do in real life. Flying hovercrafts, shooting crooks, blowing up large sections of downtown, etc....

1. Tomb Raider
I know it's kind of trendy, but man you can't beat this game. The best polys in the business.
2. Destruction Derby 2
Simply the best racing game I have ever played, with the best physics and the best control.
3. Worms
This is the best party game ever—the comedy alone is worth it.
4. Wipeout XL
What can I say, this game is the Mac. Phantom class with the Piranha, oh yeah!
5. Namco Museum Vol. 3
Two words: Dig-Dug.

Bill

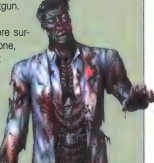
SAAAAAAAA!!!!! It's tough to pick just ONE genre...anything but sports and racing games (unless weapons are involved!). (*Note: For Bill, we made an exception and let him pick from Japanese games, too.*)

1. Biohazard (Japanese title for Resident Evil)
Gotta love those zombies! The extra-gory Japan-only intro solidifies its top status.
2. Macross: Digital Mission VF-X
I LOVE jet combat simulators, and the fact that you're flying a Veritech only makes it better.
3. Tekken 2
Easily the best empty-handed fighter for the PlayStation (Yoshimitsu's sword doesn't count!).
4. Parappa the Rapper
Finally! An interesting alternative to the usual fare of fighting games. "You gotta believe!"
5. Toshinden
OK, maybe the graphics aren't the best, but I bought my PlayStation because of this game.

RESIDENT EVIL

Publisher: Capcom **Developer:** Capcom
Release Date: 3/30/96 **Type:** Action/Adventure

What It's All About: There's this big, old house that's infested with hundreds of zombies, and it's up to you to go in there and blow all their heads off with your shotgun.



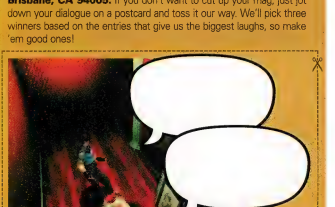
Why It's Great: We must admit, we were surprised *Tomb Raider* didn't make number one, but that's not to say *Resident Evil* doesn't deserve it. It's clearly one of the most original and well-done titles ever, and has left a legion of fans worldwide begging for more. Everything, from the horrific gore to the spooky atmosphere to spot-on gameplay, has been done to perfection.

Favorite Moment:
You're walking along near the start of the game, everything's quiet, and then, BAM!—hellhounds come crashing through the windows right at you! Everybody jumps at that one.

WIN the Top 25 Games of All-Time!

That's right, we're giving three lucky PSM readers the chance of a lifetime—win the ultimate collection of PlayStation videogames! Everyone will envy your abnormally large stack of smash-hit videogames, and they won't cost you a penny!

So, How Do I Enter?
Entering our contest is so simple, even a Nintendo player could do it. We've taken our top PlayStation game of all time, *Resident Evil*, and created a joke cartoon—all we need you to do is supply the punchlines. Fill out the word balloons, cut them out, and mail them in to: **PSM Top 25 Contest, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005.** If you don't want to cut up your mag, just jot down your dialogue on a postcard and toss it our way. We'll pick three winners based on the entries that give us the biggest laughs, so make 'em good ones!



Publisher Sony CEA
Developer Sony Interactive Studios America
Release Date October
Type Platform/Shooter

BLASTO

He's huge, loud, packs some serious heat, and has a big mad-on for pears. There goes the galaxy!

Sony is putting big-time bucks into pumping up its in-house game development. After many months of secrecy, Sony has finally unveiled *Blasto*, the first game developed in its Foster City Studios.

Our (very large) hero, Captain Blasto, is hunting down Bosc, the evil pear-headed mastermind, through the game's eight different areas. Each of these environments is huge, containing upwards of 150,000 polygons, and they range from hostile deserts to huge alien fortresses. The look of the game is very reminiscent of classic Warner Bros. cartoons, which is appropriate since Blasto himself is a parody of heroes like Buck Rogers and Flash Gordon.

Sony has promised that *Blasto* will push the envelope in every conceivable fashion. The designers have bypassed the standard graphics libraries in favor of directly coding the hardware. This lets the game not only run at a smooth frame rate (30 fps), but also at a high resolution (512x240). Also, data is constantly being streamed from the disc, so the game feels like just one giant episode.

Even with these innovations, *Blasto* still has a lot to prove. In addition to showing that Sony can crank out top-rate action games in-house, it must also show the world that the PlayStation still has a lot of untapped potential left. Here's hoping Sony succeeds!

▲ Hmm...a button that says "Do Not Press." Now what harm could that possibly do?

◄ Captain Blasto is one enormous dude. You have to wonder—with huge shoulders like those, how does he ever fit out the door to leave his house?

▲ Glass pods like this one will transport you to different parts of the level, which is much easier on Blasto's poor feet.

▲ Control panels do a variety of things. Some will free imprisoned Blasto babes, while others will open up other parts of the level.

▲ Giant obstacles will require you to figure out ways around them. Here's a hint—don't *always* kill the bad guys right away....

▼ Somebody stick a needle in this guy's ribs, 'cause he's ready to pop!

▲ Lots of times, multiple enemies will ambush you. Those crappy pear-heads just don't know how to fight fair! When this happens, try to seek cover behind walls or other obstacles (like the giant crate to Blasto's right in the above pic), and pick 'em off one at a time.

HEY, I KNOW THAT VOICE!

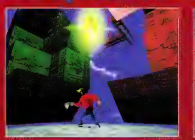
Supplying the voice of Captain Blasto is none other than the great Phil Hartman, who readers should remember from Saturday Night Live, as well as other roles like The Simpsons' local movie star Troy McClure.

Phil recorded several hundred phrases at Sony's LA studios, which should help provide Blasto with a memorable personality.

COOL EFFECTS, BLASTO!

As with most science-fiction epics, Blasto features some truly impressive explosion and lighting effects. Laser trails and brightly lit explosions are but some of the eye candy that gamers will be treated to. Here you'll notice how the developers at Sony are using these effects to enhance the feeling of the game, which really adds to the overall gameplay experience. Besides, it just looks cool!

▲ Space never looked so good, thanks to gorgeous stars and other heavenly objects.



▲ Sony likes to talk about effects like "vertex lighting"—whatever. It just looks good!

▲ It's almost worth getting burned just to get close to those beautiful flames...

▲ When Blasto is hit, his energy bar appears, but then it goes away so your view is unobstructed.

▲ Getting past these traps requires precise controls. Luckily, Blasto is compatible with Sony's new dual analog pad.

▲ It seems that our hero believes in the policy of "shoot first and ask questions later"—we like this guy already!

▲ Translucent textures, like these windows, are some of the effects that are done from the software.

RESCUE THE BABES!

Since Captain Blasto is an action hero, he definitely requires some damsels to rescue. Dubbed the "Blasto Babes," these cuties are imprisoned within certain levels and are aching to be freed. Who knows, maybe they'll give Blasto a reward for freeing them—*Ooh-la-la!*

▲ Blasto's level designs are pretty open, so gamers will be able to attack enemies from a distance.

▲ Gamers must perfect their aim and platform-jumping abilities if they hope to spill the blood of many Pear Troopers.

BLASTO'S PALS ARE GOOFY

Blasto has some of the most oddball characters ever!—the "Vesuvian Low Gravity Tentacle Beast" and the "Evil Dark Creature With Spooky Red Eyes?" Cool-ooo!

◀ Pear Troopers are the standard bad guys—you'll kill them by the truckload.

▶ Easily one of the strangest characters in the game is Blasto's, um, big blue chicken.

Publisher Psygnosis
Developer Psygnosis

Release Date September
Type Space Shooter

COLONY WARS

Earth is dying out. To survive, it must conquer the space colonies—and it's up to you to stop them!

From the usual "save the Earth" pitch—in *Colony Wars*, Psygnosis' new space shooter, you're fighting against Earth! See, they way back on the homeworld have nearly depleted the Earth's resources and now they think they can just take what they need from the Colonies. Well, it ain't gonna be that easy!

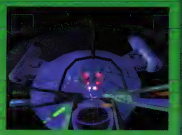
As a rebel colonial pilot fighting for the League of Free Worlds, you get to feel what it's like to be a soldier in the middle of a full-on space war. There are a whopping 70 missions in all, and depending on how you perform, you will be assigned more- or less-advanced missions. (If you play well and take the best possible mission path, you can beat the game in about 35 missions.) There are six endings, and if your game is strong, you'll get the action to go back and play any of them in any order.

The graphics are amazing, with a resolution of 512 x 240 and animation at 30 fps. The explosions are some of the best ever seen, and zooming stardust gives you a real feeling of speed! Even if you never really liked the sim style of other space shooters, you'll want to check out the intense action in *Colony Wars*!

▲ The cockpit view is great for getting that realistic space-sim feel, but it's also a little trickier to navigate at close range.

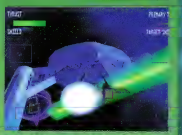
BIG SHIPS

Some of the coolest battles in the game revolve around several giant battleships. Just don't get too close!



▲ When you fly close to one of the bigger ships, the action really heats up.

▲ The Earth and Colony ships were created by different artists, so they look different.

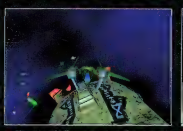


▲ One tip: when you finally tick the ship off and it fires its big laser, back off!

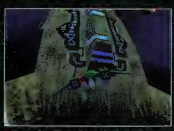
▲ You get to fly though space, try out all different kinds of ships, and blast giant holes in massive enemy spacecraft—hey, where do I enlist?

SPACE COMBAT

The main difference between flying a jet fighter and a space fighter is that you don't have to put up with all of Earth's pesky physics, like gravity.



▲ Zip around all you want, and you won't ever have to worry about stalling out.



▲ One rule still applies in both situations, though—smacking into solid objects is bad.

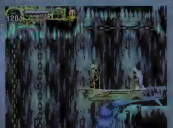
KINDS O' SHIPS

Hey, if you're going to fly through a whopping 70 different missions, you're gonna need a few extra ships! It's a good thing that *Colony Wars* comes with seven different fighters, each of which has its own unique handling and weapons, plus a special feature. For example, the scout ship has a turbo boost, and another ship has the ability to become temporarily invincible.

Yeah, that's right, the sequel to the "3D" games. So what? It just happens to be one of the best games coming out this year, and it's got more gameplay than a month's worth of Saturday afternoon matinees. Spend just one hour slashing your way through the ruins of Dracula's castle, and you'll wonder why we ever left the 2D behind. Seriously, we're the worst.

You are the vampire hunter Alucard (Dracula spelled backwards), and in an effort to stop the evil plans of a guy called Shaft, Alucard has had to enlist the help of Richter Belmont, a vampire hunter from the past. The two of them are pretty good, and have all the moves, but it's up to you to explore the gigantic castle and find the way to the good ending. Sure, it's non-linear, "go-wherever- you-want" gameplay, but it's also Metroid. There are also plenty of items and weapons to find, and lots of puzzles to solve. Besides, we can't wait for that!

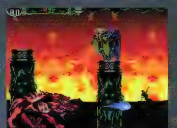
▲ Just look at this map screen—it's huge! You'll be exploring for weeks.



▲ One of the coolest parts is this boat ride, complete with creepy furry man.

CASTLEVANIA
Symphony of the night

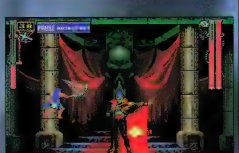
Forget 3D. Konami has taken the best from old-school gaming and is putting on a clinic.



▲ The bosses in this game are just plain awesome! Check out the cool fire effect.

▲ The impressive library is the first place you'll want to go—to meet the shopkeep and get a map. This is also where you can pick up other items, weapons and spells.

▲ Don't let the extra RPG elements fool you—Castlevania is still all about intense action, with all the gory trimmings. Only now it's got groovy 32-bit effects!



▲ The game begins with you controlling Richter, as you replay the final battle of the first Dracula X (previously available for the Super NES, and the PC Engine in Japan).

THE CAST

Count Dracula
Is the Count really dead? Nah, we didn't think so.

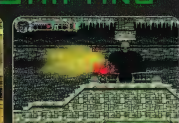
Shaft
The real evil mastermind—he's one bad mother.

Richter Belmont
You start the game as him, then he disappears....

Alucard
Dracula's son, and the "Good Guy" of the game.

Maria
She appears sometimes to give you items and hints.

SHAPE SHIFTING



One of the most important new additions to this latest Castlevania is the ability to transform into multiple shapes, which will let you reach new areas, get by certain bad guys, and open up new secrets.

The first shape is the **Wolf**, which lets you run fast and jump far.

Next up is the **Mist**, which will let you pass through certain walls and can be powered-up to do damage to enemies.

Lastly, the **Bat** is the all-important shape that will let you fly to those pesky out-of-reach areas, like Dracula's chamber.

Publisher Crystal Dynamics
Developer Crystal Dynamics

Release Date November
Type Action/Platform

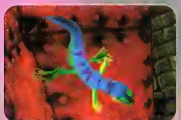
GEX: ENTER THE GECKO

Gex is back, with killer 3D graphics and even more wisecracks!

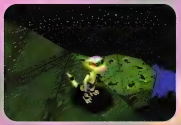
With *Gex: Enter The Gecko*, Crystal Dynamics is planning to give PlayStation gamers a wholly unique experience. Now fully 3D, this new *Gex* is a vast leap over the first. The engine alone has been in development for over a year, and it shows in the amazing lighting, rotation, and distortion effects. As with the first game, *Gex 2* consists of several different worlds to explore. Ranging from a Haunted House to a *Tron*-like universe, the levels have a unique atmosphere all their own. Gex has also been supplied with different disguises appropriate to each environment, and he has a whopping 125 attacks and idle animations. Since there is such a large number of animations, the design team is able to flow from one to another seamlessly. For example, Gex will be able to turn his head and talk while running. Luckily, the game supports Sony's analog controller, so controlling Gex is also a dream.

While the game is still in its early stages, it already hints at where the designers are headed, and we're impressed. If Crystal Dynamics can keep up on the quality and care shown so far, *Gex 2* could be one of the hottest new games to hit the market.

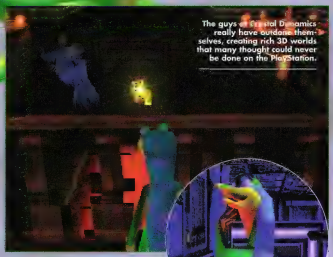
▶ That Gex is one handsome gecko! I mean, it's not like I'm into Geckos or anything, mind you, he's just, y'know, he's just pretty cool, that's all I'm really trying to say....



▲ After all the fancy talk about special powers, Gex is still a true gecko at heart.



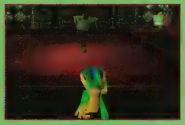
▲ Gex has special costumes for some levels, such as this custom-made gecko space suit.



The guys at Crystal Dynamics really have outdone themselves, creating rich 3D worlds that many thought could never be done on the PlayStation.

▶ Just like any good mascot, Gex has his fair share of funny idle animations that automatically run when you leave him alone for awhile. That Gex—he's always lookin' for laughs!

▲ Boo! These ghosts will try to corner you, but they can't follow you into the light.



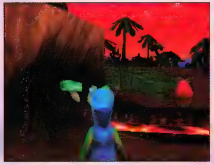
▲ With so many zombies chasing after Gex, you'd think this was *Resident Evil 2*!

MONSTER MASH!

Gex's adventure won't be easy, thanks to the army of gruesome monsters standing in our hero's way! Each enemy presents his own unique dangers, but almost all of them offer some pretty good laughs, too.

GEX: MASTER OF THE TONGUE

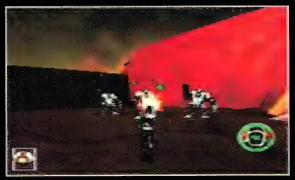
One major thing that sets Gex apart from the rest of the 32-bit animal kingdom is his uncanny tongue action. With it, he can grab bugs out of mid-air, and can even use it to climb ledges!



▲ You can pull the camera back to see exactly what Gex sees, so you can assess the situation.

IT THINKS.

THEREFORE IT KILLS.



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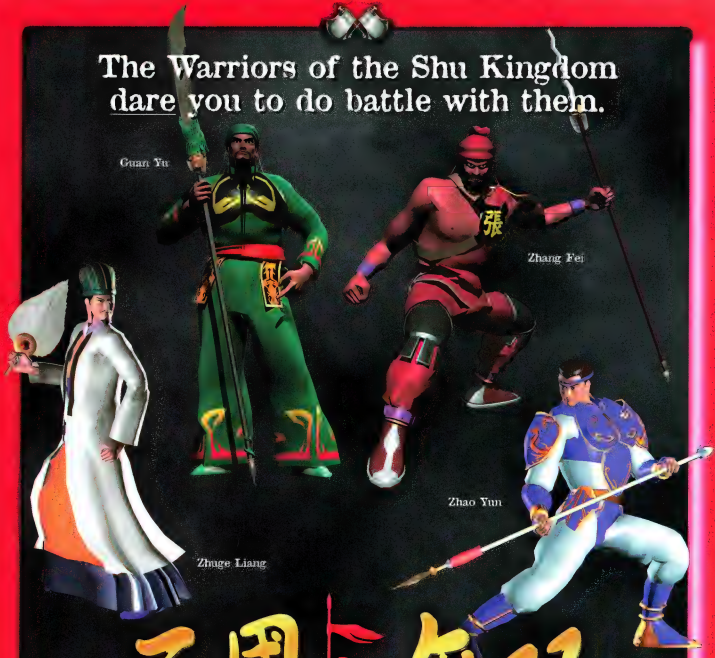
The Warriors of the Shu Kingdom dare you to do battle with them.



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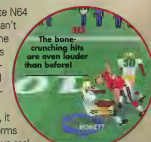
NFL GAMEDAY '98

No, these aren't shots from the rendered intro, or TV—this is actual gameplay, baby!

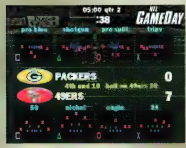
We've all heard the whispers from desperate N64 supporters: "the PlayStation is done, it can't do any better than it already has!" At this point, the defense would like to enter *NFL Gameday '98* as exhibit A. It's the sequel to the best-playing football game of all time; it's the first polygonal football game; and it runs at a smooth 30 frames per second. Take that, Nintendo!



The fully 3D world has several advantages. First, it lets the developers texture-map letter-perfect uniforms onto the players. Also, the fact that polygons take up real 3D space makes for much better collision detection, which is key in football.

New gameplay additions include a high-step and a juke, new grabbing tackles, and loads of animations for every position. The dynamic camera pulls out so you can see receivers downfield, but when you're running the ball it zooms in so you can maneuver around defenders.

There is no doubt that *NFL Gameday '98* is technological wonder, but the new twist is that the technology actually enhances the gameplay. Once again, *Gameday* is more than ready to go head-to-head with *Madden* and any football game on this planet.



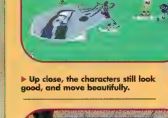
▲ Expect loads of new plays for every team.

▲ You can play as past Superbowl champs!

SWEET GRAPHICS

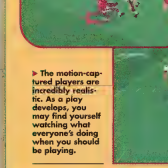
GameDay 98's polygonal players are done to perfection, and the rest of the game don't look so bad, either. From a distance, you'd swear it was real.

◀ When the camera zooms out a little bit, it's hard to tell if what you're watching is a videogame or a real game on TV!

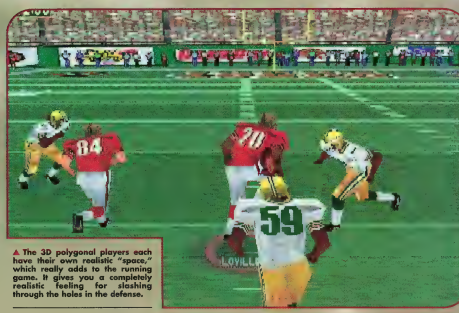


▶ Up close, the characters still look good, and move beautifully.

◀ You don't realize how completely amazing the texture-maps look until you see a variety of teams on the field.



▶ The motion-captured players are incredibly realistic. As a play develops, you may find yourself watching what everyone's doing when you should be playing.



▲ The 3D polygonal players each have their own realistic "space," which really adds to the running game. It gives you a completely realistic feeling for slashing through the holes in the defense.

▲ Here's another nice touch: when calling out the signals, the quarterback looks turns his head left and right to shout.

▶ Just look at that stadium—if the graphics were any more realistic, we'd be eating hot dogs right now, and the Packers would be leaping into our laps.

Publisher Eidos
Developer Core

Release Date November
Type Adventure/Strategy

TOMB RAIDER 2

◀ Lara Croft—freelance adventurer, videogame superstar, and life-saving floatation device.

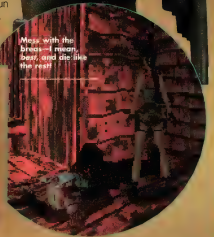
Oh yeah! Lara's back, with bigger adventures, bigger guns, and bigger...um, you get the idea!

The original *Tomb Raider* was the first game of its kind to feature such realistic 3D environments, and Lara Croft was the perfect heroine—an Uzi-toting Indiana Jones with a chest the size of Rhode Island. This November, the lovely Ms. Croft returns in the most eagerly awaited sequel of the year.

While the first game had our buxom heroine exploring confined, dark caverns, *TR2* has more open and exotic locales. The town of Venice is one of the cooler new environments, with its canals and tall buildings to climb. Another stage puts Lara in the sunken Titanic. Scattered around the ship are little pockets of air, which you must find to survive the level.

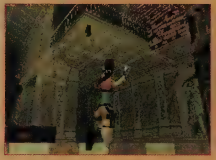
Tomb Raider 2 still uses the same basic engine as its predecessor, but with a few refinements. Environments will be larger and use extra polygons, and new light-sourcing effects add a higher level of realism. Also, Lara's arsenal has been increased, with new items such as a harpoon gun (for use underwater) and flares, which light dark areas. Lara even gets two new uniforms: a wetsuit and a leather jacket (sorry, no bikini).

With all its refinements and enhancements, *Tomb Raider 2* looks to be much more than just a pretty sequel. Let's go adventuring!



Mess with the bikes—it mean, best, and die like the rest!

▶ Recognize this type of action? The same "danger all around" atmosphere that helped the first *Tomb Raider* become such a hit is back in full force, but this time Lara will face a lot more human enemies to go along with the usual assortment of nasty critters.

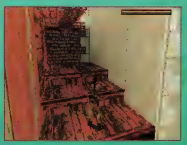


AHH, VENICE!

The levels in *Tomb Raider 2* are much more open and varied. This is personified in the Venice stage, which is set outdoors.

▲ "Pipin' hot death here, open up!"

▲ *TR2*'s realistic environments are amazing.



▲ Even in town, there's still lots to explore.

▲ Lara now sports more polygons, making her even more life-like than before. *Um like, hey baby, what's up?*

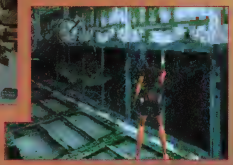
▲ Danger comes in many forms, like these "living" statues. Watch out for these giant (and very sharp) blades!

▲ When Lara stuck to exploring ruins, she dealt mostly with bats and bears. Now, Man is her deadliest enemy.

THE CLOTHES MAKE THE WOMAN

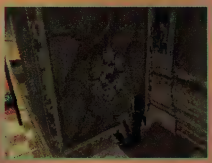
Current fashion is always the in-thing for women of style. Why should Lara be any different? *Tomb Raider 2* gives her a couple of spicy new outfits that will certainly keep our lady hero on the cutting edge—and give her that all-important advantage over those terribly unfashionable bad guys.

▲ Here we see Lara in her new jacket, which keeps her warm in cold locations. Hey Lara, you might want to rethink the shorts...



▼ And here's our heroine in her sexy new skin-tight wet suit. Anyone up for a dip with Ms. Croft?

▲ In *TR2*, you don't just swim to get from point A to point B, it's more of an integral part of many levels.



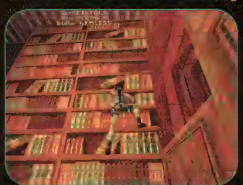
▲ The basic gameplay remains the same, so Lara will still have to move around giant blocks to reach the high platforms.

▲ Sometimes it all comes down to a leap of faith—a last resort jump to a far-off platform that you're not quite sure you can reach.

SOME NEW SKILLS...

Lara has picked up some useful skills since her earlier adventures. She can now scale walls and light dark passages with flares. Other new maneuvers, like a crawl, are said to be in the works, but have yet to be seen.

▲ When it's pitch-dark, you'll need to use a flare. A cool trick is to drop one to reveal what lies below.



▲ Lara can also now climb certain surfaces if she can get a grip on them. This comes in handy at the library.

◄ If you're gonna get anywhere in a *Tomb Raider* game, be ready to look for those switches! Pulling them can open up doors, change the area or unlock several other secrets.

▲ So, like, what's your sign, baby? Um...could you please put the guns down? I'm sorry, I'll be leaving now, don't shoot me please....

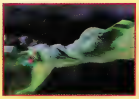
▲ Just look at those graphics.... As beautiful as the first game was, *TR2* really steps it up!

Publisher Interplay
Developer Shiny Entertainment

Release Date September
Type Action/Platform/Shooter

WILD 9'S

After *Earthworm Jim,* Shiny's looking to get a little bit meaner...



▲ Here's another impressive shot of the rich detailing and textures that will be in *Wild 9's.*

Shiny's original 32-bit project, *Wild 9's,* has been in development for what seems like forever. The developers are still toiling away, perfecting the animations and the engine to make it something definitely to look forward to in the near future. With a host of bizarre, detailed characters to interact with throughout the game, this may be one of the more ambitious game endeavors yet. In the meantime, we'll be able to see a little of what Shiny has been up to since they started on *Wild 9's,* with the release of *MDK* on the PlayStation. Its successful PC release should translate equally as well into the home console gaming market, making Shiny no longer simply a promising hope for the future of the videogame industry, but a creative force to be reckoned with.

◀ Interplay says *Wild 9's* "lets you torture your enemies"—hey, we like it already.

▲ Here's an early conceptual sketch of Wex in action—that weird "arm-gun" of his sure packs a big wallop!

◀ A shot of this temple shows you the detail and the months of painstaking artwork that is going into the worlds of *Wild 9's.*

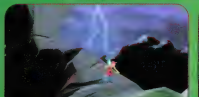
▲ Wex has tons of animations in the works, from running and jumping to dodging and zapping enemies.

▲ Here's a pic of one of the backgrounds under construction—the textures are looking pretty good, indeed.

◀ *Wild 9's,* much like *Earthworm Jim,* introduces a whole new cast of characters through the storyline. This is Boomer—she's nice.

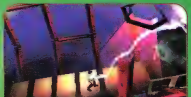
▼ Wex has changed a little in the past few months from his original design, but he's still armed with some very unique firepower.

LOOKIN' GOOD



▲ Nothing is compromised between background level design and gameplay. This awesome shot is part of the actual game!

▲ So far, the levels seem incredibly dark and atmospheric, probably so Shiny can show off the game's incredible light sourcing.



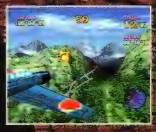
▲ Here's Wex's hand-cannon in action—cool, huh? You can lock onto an enemy with your energy bolt and fry 'im until he croaks.

While the guys at Shiny still have a ways to go before we see many levels, we did get our hands on some of these preliminary screenshots. They're taken from a dark and moody level where Wex primarily runs along the edges of steep cliffs, blasting enemies with bolts of energy from his hand—all while super-cool lightning strikes in the distance.

BRAVO AIR RACE

Anyone can race on the ground.

19 hot planes



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5GPP8

Porsche Challenge includes both a Simulation and an Arcade mode, which includes standard details like timed checkpoints.

The first new Porsche in 18 years, the Boxster can reach a top speed of 149 mph and go from zero to 60 in 6.9 seconds—fast enough for us!

PORSCHE CHALLENGE

Get ready to go *really* freakin' fast with Sony's latest racer!

Already a smash hit in Europe, Sony of America has made the right decision by choosing to port *Porsche Challenge* over to the states. Thanks to the full support from Porsche, the 3D-modeled cars are as realistic as you can get. Add in cool tracks and super-fast gameplay, and we may just have the next superstar racer on our hands.

Porsche Challenge is timed nicely with the release of the first brand-new Porsche model to come out in 18 years, the Boxster, which is the only car featured in the game. To vary your experience, however, you can choose from many different drivers, each with their own unique style of racing. The Sony Analog Control Pad is also supported, which makes another great reason to invest in this hot peripheral.

Since few people have actually driven a Boxster, it's hard to say how accurately the game recreates the real thing. Regardless, there is an Arcade mode as well as a Simulation mode, so you can toss out the rules and just burn rubber if you want to. *Porsche Challenge* is definitely one to look for this fall.

The action between you and the other racers can really heat up! There's a lot of bumping to the racing in *Porsche Challenge*.

Even up close, the polygonal Porsche Boxster looks just like its real-life counterpart!

The lighting effects are really something, and they add a lot of mood to the individual tracks. This game is gorgeous!

VIEW TO A THRILL

Like any good race game, *Porsche Challenge* offers multiple views for the player. Each one has its own advantages and disadvantages...

The Far Chase lets you see more of your surroundings, but it isn't the best for passing.

If you like to beat the other cars around, go for the Chase View to see all the action.

For the sheer adrenaline rush of pure speed, you can't beat the Driver's View.

THE COMPETITION

Porsche Challenge features six different hot-shot drivers, each with their own unique talents.

Taka-Bo | Dan | Rachel | Beats | Nikita | Marco

FIGHTING FORCE

The people who gave us *Tomb Raider* are about to bring the classic arcade "beat-'em-up" back in a big way!

While a quick glance at *Fighting Force* may bring up comparisons to such classic brawlers like *Double Dragon* or *Final Fight*, a deeper look reveals a game with its own merits and unique gameplay.

Unlike its predecessors, *Fighting Force's* environments are completely 3D. Gamers are free to explore anywhere they choose, which should hopefully increase the replay value of the game. Since everything is polygonal, characters can interact with the backgrounds in a variety of ways. Virtually everything can be picked up or destroyed. You can knock down a wall to reveal a secret area, or smash a car and throw the tires at approaching enemies.

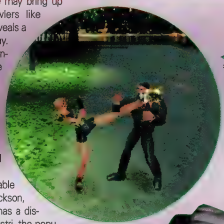
The finished game will feature four playable characters: Hawk Manson, Ben "Smasher" Jackson, Alana McKendrick, and Mace Daniels. Each has a distinct look and personality thanks to Mark Silvestri, the popular Image comic artist who designed them. Gamers won't have to worry about a shortage of special moves for these characters either, as each one will have 40 to 50 at their disposal. If that isn't enough, weapons such as knives, guns, and rocket launchers can also be found.

Core has worked hard on the computer AI as well. Enemies are extremely smart and will adapt to those gamers who rely too much on the same moves. Simply mashing the punch button is no longer an option. You have to think about situations, then decide what the best course of action should be.

With its large 3D environments, cool characters, and in-depth fighting system, *Fighting Force* looks set to become another big franchise for the company that brought us *Tomb Raider*.

MAKIN' A MESS

Core has spent a lot of time making the environments as interactive as possible, so players will pretty much be able to destroy anything that they come across. Here, Mace takes out all of her frustrations on a parked car. What's more, she can even pick up the tires and use them as weapons. Here's hoping that the car's owner has insurance...



◀ **"For the last time, no solicitors in the park! Will you jerks ever learn?" The light-sourcing is used to create dramatic effects, and it really makes the environments come alive.**

◀ **Is Hawk one surly lookin' guy, or what? He looks like he would just as soon beat the mess out of you as look in your direction! I guess that's what happens when you spend all day wailing on people as you walk down the street—you just lose it!**

◀ **Ouch, now you know that's gotta hurt! Mace has some of the coolest moves.**

▶ **There is still a lot about *Fighting Force* that is yet to be revealed, but one thing is already perfectly clear—if you see an Italian suit, you kill the man wearin' it.**

▼ Here's an early look at the *Fighting Force* crew, before Eidos had the guys at Mark Silvestri's Top Cow comics group redesign them. As you can see, they looked OK before, but they didn't have anywhere near the appeal they do now. Thanks, Mark!

▲ You can execute some of the more devastating moves from this grappling position.

▲ Forget that Kung Fu crap, it's bazooka time! This little baby always comes in handy.

If brute force is your style, you're gonna get along with Smasher just fine.

▲ Despite the fact that the game has to display many characters at once, they still look good, even up close.

▲ While there aren't any moves like Fatalities, *Fighting Force* doesn't shy away from spilling a bit of blood.

Show Me some Moves!

To keep combat interesting and non-repetitive, *Fighting Force* features an extremely complex fighting engine.

▶ To beat the tougher enemies, gamers will have to figure out how to execute secret moves, like Hawk's Spin Kick...

▶ ...Which is strong enough to flatten several bad guys at once! Mastering the game's more powerful moves is key.

2-Player Vs. Mode

So, you're walking along beating up bad guys as usual, only you're friend—your supposed "partner" in the game—keeps taking shots at you! Well, before you throw down that control pad and proceed to kick the living crap out of him, *Fighting Force* offers you another alternative: a two-player Vs. mode, with all the trimmings of a full-on, one-on-one fighting game. Now you can settle the score once and for all, without making a mess of the den.

▲ When you just can't get anything done as a team any more, have some fun beating up on each other!

▼ Just like those classic 2D brawlers of yesteryear, *Fighting Force* lets you team up with a friend to wage a brutal all-out war on the streets!

▲ Here's one of the game's coolest moves, a simple one, but a goodie: when someone sneaks up behind you, just turn around and whack 'im with a nasty back-hand! It works great when you're surrounded.

Publisher Midway
Developer Midway

Release Date November
Type Fighting/Adventure

1×

MK MYTHOLOGIES: SUB-ZERO

The ninja with a heart of ice has a game all his own, and he's brought his Fatalities with him.

Mortal Kombat co-creator John Tobias just might be onto something: you take a character from your hugely popular fighting game series, put him in a side-scrolling adventure, and throw in some good old-fashioned beat-'em-up action to round it out. The result: *Mortal Kombat Mythologies: Sub Zero.*

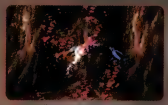
As the title suggests, the frigid ninja takes center stage in this off-shoot of the *Mortal Kombat* legacy. While staying true to its roots, *Mythologies* takes the series in a decidedly different direction, melding the infamous fighting action found in previous *MK* installments with traditional adventure elements. Taking place prior to the events in the first *Mortal Kombat*, the game sheds light on Sub Zero's shady past. The game also provides insight into the mysteries that players will be presented with in *Mortal Kombat 4*.

Sub Zero's classic moves are all present, and he'll need them all to avoid traps, solve puzzles, and fight enemies. Enemies? The game is overflowing with them, some familiar and some new. Will Midway succeed? We'll just have to wait and see...

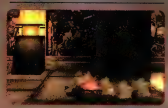
▲ This is pretty much your typical thug. They can be tough though, so keep your guard up!

DEATH TRAPS

Mythologies is filled with mega-gory death traps, so watch your step!



▲ "I'm all right, just a flesh wound!"

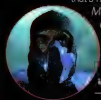


▲ "Really, that one didn't even hurt!"

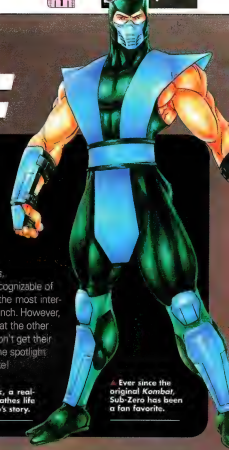
▲ "Okay, maybe that stung a little..."

WHY SUB-ZERO?

Why Sub Zero? Why not Liu Kang, Raiden, or one of the countless other kombatants? Simple. According to John Tobias, Sub Zero is not only the most recognizable of the *MK* characters, he also has the most interesting background story of the bunch. However, that's not to say that the other *MK* alumni won't get their chance at the spotlight in the future!



▲ John Turk, a real-life cop, breathes life into Sub-Zero's story.



▲ Ever since the original *Kombat*, Sub-Zero has been a fan favorite.

▲ Many of the special effects in *Mythologies* are much more advanced than what we've seen in the *Kombats*.

▲ Midway has stated that some of the *Mythologies* characters will be appearing in *MK4*—just imagine if they include this big lug!

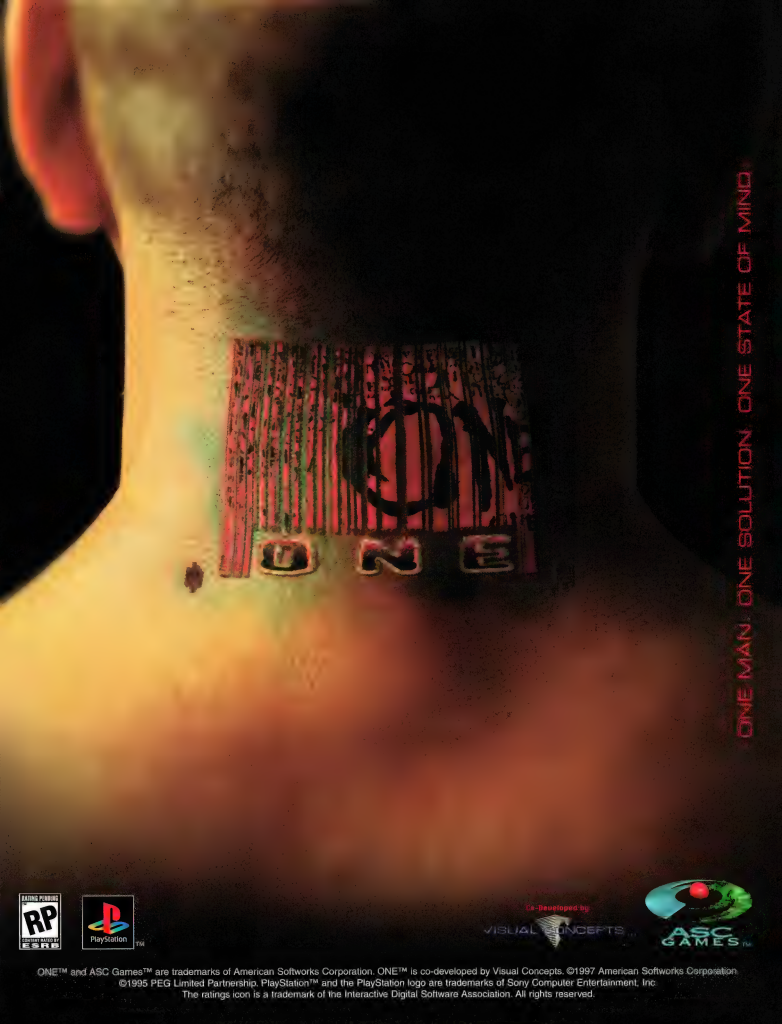
TELLING THE MYTH

FMV movies play between each level, giving Sub-Zero a story with live-action sequences.

▲ "Master, I have returned with the scroll! Now will you show me the Fatality FAQ that you found on the Internet?"

▲ "Hm. So, you seek the FAQ, eh? Fool! If I show it to you, then I will no longer be the Supreme Kombat Champion Number-One!"

▲ "Too bad, Sub-Zero was a good soldier." "Er... yes, master. By the way, are you going to be using that FAQ this weekend?"



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Publisher Sony CE
Developer Lightweight/Square

Release Date September
Type Fighting

In *Bushido Blade*, you play a student who discovers that your martial arts school is actually an assassin's guild. You escape to an abandoned castle, only to be trapped by your former teachers and friends, who you'll need to fight through—and kill—to escape. Pretty cool so far, huh?

The combat system is totally new. Gone are power meters, time limits, and ring outs. Instead, *Bushido Blade* focuses on realistic weapons combat, fought across huge 3D areas. You can even kill or cripple a guy with one well-placed strike! You get six characters and six weapons to choose from. Any character can use any weapon—matching the fighter's skills with an appropriate weapon is part of the game's strategy.

Bushido Blade may turn off a few die-hard brawler fans, but overall it looks to be one the most innovative and impressive fighting games ever for the PlayStation.

MANY WAYS TO DIE

In order to give *Bushido Blade* a lot of replay value, Square has provided several different fight modes.

FIRST-PERSON MODE
The First-Person perspective mode takes a little getting used to. This is the only way you can play if you link up with another player.

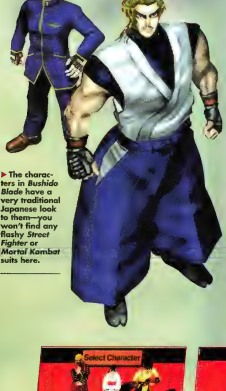
SLASH MODE
Sort of an endurance test, the Slash mode challenges you to defeat 100 opponents without dying. If you make it, a secret option is revealed.

STORY MODE
Players must follow the code of Bushido if they hope to succeed in the Story mode (you have to fight clean—no back-stabbing!)

BUSHIDO BLADE

Okay, forget everything you ever learned about fighting games. *Bushido Blade* is set to revolutionize the genre.

◀ **The one feature that the American version has over the Japanese is the inclusion of actual red-colored blood.**



▶ **The characters in *Bushido Blade* have a very traditional Japanese look to them—you won't find any flashy *Street Fighter* or *Mortal Kombat* suits here.**

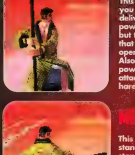
◀ **The backgrounds are completely interactive, so you can climb up walls, hide behind tombstones, and even chop down some trees!**

▲ **A quick move like this can end a fight just as it starts.**

◀ **When wounded in the legs, you must fight from a kneeling position.**

STANCES

Much like in real sword fighting, every character uses a high, middle, and low stance. Each of these positions has a benefit and a weakness that must be learned.



HIGH

This stance will put you in position to deliver the most powerful attacks, but the trade-off is that you're left wide open if you miss. Also, because of the power of these high attacks, they're very hard to parry.

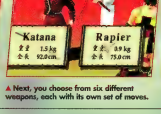
MIDDLE

This should be your standard default stance. It's good for a balanced attack, with good defensive and offensive capabilities. Also, it's good for quick counterattacks. Your reach isn't so good, though.

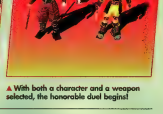
LOW

A low stance gives you great range, but can also leave you open and vulnerable to a counter-attack. This stance is best for taking out an opponent's legs, but it's also the worst for defense.

▲ **Before the match begins, you must first choose from six different characters.**



▲ **Next, you choose from six different weapons, each with its own set of moves.**



▲ **With both a character and a weapon selected, the honorable duel begins!**

DEATHTRAP DUNGEON

After *Tomb Raider*, Eidos gets medieval

Set in a world created by the best-selling fantasy author Ian Livingstone, *Deathtrap Dungeon* is all about fast and bloody medieval action.

Battles take place hand-to-hand, with swords, and by casting spells. You'll encounter over 50 varieties of enemies, including the obligatory staple of dungeon baddies—orcs, skeletons, wizards, and giant, fire-breathing dragons (those are particularly nasty).

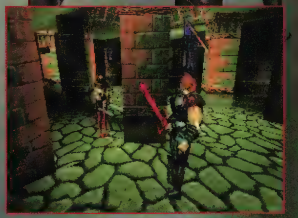
Heading up the *Deathtrap Dungeon* team is Richard Hallwell, who European "pen-and-paper" RPG fans may remember for his work on *Warhammer* and *Space Hulk*. He'll be bringing his penchant for puzzles, so you can expect plenty of his trademark mind-benders along with the intense action. So far it looks good, but after a game like *Tomb Raider*, Eidos has a lot to live up to.

KILLER VISUALS

Deathtrap Dungeon is packed with huge polygonal areas to explore, which are littered with over 50 different horrible monsters—by the way, they all look incredibly good! Just for fun, check out this pic of the graphics being put together.

▲ Here's an early wireframe demo, which shows what happens if you lose your keys in a T-Rex.

▲ The boss character at the game is a pretty rough-looking dude, but forget him, check out the babe!



The seemingly endless monsters will have you exploring for a long time, working puzzles and making a bloody mess out of the locals.

◀ OK, that's it—when giant rats are running around trying to eat me, I'm outta here.

▲ We're not sure exactly how a flame-thrower wound up in a fantasy setting, but if it works, it works!

WHO'S THAT GIRL?

Forget "Mr. Tough Barbarian" over there, I'm taking the naked chick! I mean, who really needs to wear armor in a dungeon full of monsters, anyway?

▶ Nice chains! If I could see this girl fight Lara Croft in a grease match, I'd die happy.

▶ You guys may think I'm crazy, but I'll put down 20 that this T-Rex is about to get its ass kicked.

▶ In *Deathtrap Dungeon*, you can't rest, even for a second, if you do, some whacked-out kangaroo-type thing will jump out and eat you.

Publisher Psygnosis
Developer Psygnosis

Release Date December
Type Flight/Shooter

When the movie *Bladerunner* was released in 1982, it established a standard by which all future science-fiction movies would be judged. Now, 16 years later, *G-Police* (with its *Bladerunner*-esque cityscapes and foreboding grim atmosphere) hopes to do the same for videogames.

It is the year 2097, and humans have now established colonies on Callisto, one of Jupiter's moons. To survive the harsh lunar environment, the colonists built huge protective domes over their cities. The G-Police were formed to uphold the law. Piloting futuristic gunships called HAVOCs, they patrol the various cities, looking for suspicious activity.

As a member of the G-Police, your responsibility is to safeguard the city's residents from two competing corporations: Krakov and Nanosoft. The game will feature 35 missions of varying difficulty, and Psygnosis has promised that these won't be any run-of-the-mill, search-and-destroy missions, either. Amidst all of the action, the game's major subplot centers on the disappearance of your sister and your efforts to find out what happended to her.

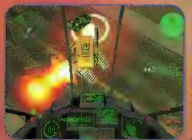
G-Police has the looks, the big explosions and the cool ships, so watch out come December!

G-POLICE

Patrol the cities of the future, and nuke as much traffic as you want!

Virtually everything in this game can blow up, even the street lights! The Overhead View works best for bombing.

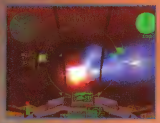
Your HAVOC. Pretty cool, huh?



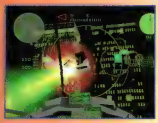
Since moving around through the city is precision work, Psygnosis has made the game both dual joystick and analog pad compatible (yes!).

Even though you're supposed to be on the side of law and order, no one's going to stop you if you decide to just sit around and blow up traffic all day.

The future of law enforcement, hard at work. Slick rendered scenes like this one carry the story along, and will have you thinking you're watching a real movie.



Bullseye! Target destroyed, heading back to base. Score one more for martial law.

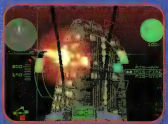


Possibly the coolest part about *G-Police* is simply patrolling the skies at night, flying in-between giant skyscrapers.

FIERY DEATH

You may be wondering, "why are the graphics in this game so dark?". Well, it's so the environments light up real nice when you blow 'em up!

Boom! "You have the right to remain silent, and very gooey. Thanks for your cooperation."



You can go around blasting buildings if you want, but that's not a very nice thing to do.

Your HAVOC comes some pretty serious stuff, like this mega-bomb that clears the streets.

DESIGNS ON THE FUTURE

The designers of *G-Police* really put a lot into coming up with a realistic-looking future environment. That means designing everything from scratch—from buildings, to cars, to cities and people.

This early sketch shows one of the HAVOCs you fly in the game.

Chances are, you're going to end up on the other end of that giant barrel sooner or later.

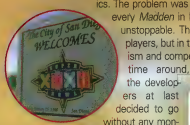
These buildings are cool because you can zip through the middle of them.

MADDEN '98

Madden's back, and EA's hungrier than ever!

The mighty *Madden* made a triumphant return last year and became the best-selling football game on the PlayStation. The classic *Madden* gameplay, coupled with 32-bit presentation, spelled major success for EA's most coveted franchise. This year, *Madden '98* stayed with the sprite-based players and worked on the porous defensive AI instead.

Despite its commercial success, *Madden '97* did not win the hearts of many critics. The problem was what we like to call "The Play." As with every *Madden* in history, certain money plays are virtually unstoppable. The developers put them there to reward players, but in the end they only take away from the realism and competitive nature of the game. However, this time around, the developers at last decided to go without any money plays. Instead, the defense will learn playcalling tendencies, and often shut down your big play just when you need it most.

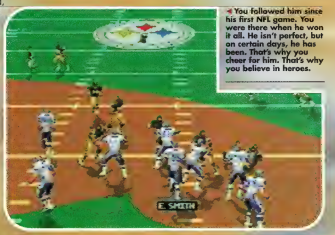


While the graphics aren't looking as good as those in *GameDay '98* (see our preview on page 43 to compare for yourself), the key will be which game plays better. EA's hoping that new playbooks, new passing, new moves, and more in-depth strategy will make *Madden '98* the best ever. We'll just have to wait and see.

▲ EA is adding to *Madden's* passing game this year, but details are sketchy.

▲ Looks like pass interference to me.... That'll be first down, thank you.

◀ You followed him since his first NFL game. You were there when he won it all. He isn't perfect, but on certain days, he has been. That's why you cheer for him. That's why you believe in heroes.



▲ The new, wider fields make the running game all the more important.

STATS GALORE

If the folks over at EA Sports know one thing, it's stats. Chances are, if you wanted to see how many times Mean Joe Greene took a leak during his career, you could pull up some window somewhere in *Madden* that would tell you—which is great if you're a hard-core fan who keeps up with every minute aspect of the game.

▲ Creating players is a popular feature, and the level of detail in *Madden '98* is incredible.

▲ Study the schedule, study your opponent, then practice in the Exhibition Mode. Only then will you be ready for game time.

▲ Detailed rankings and statistics should make *Madden '98* an incredibly accurate sim. With a presentation like this, who would wait for Sunday?

▲ New moves for the defense, like the swim move, will give the player more control.

▲ The player sprites have been cleaned up, and numbers have been added to the jerseys, as well.

Publisher Sony CEA
Developer Naughty Dog

Release Date November
Type Action/Platform

CRASH BANDICOOT 2

Cortex Strikes Back

The action hero worldwide he's a living legend— The only bandicoot who does all his own stunts.

After Crash exploded onto the scene last year to the tune of 1.5 million copies sold worldwide, you just knew a sequel wouldn't be far behind. The developers at Naughty Dog have totally reworked the game engine and produced a game leaps and bounds above its predecessor. From a visual standpoint, *Crash 2* is now much brighter and colorful. New, higher-detailed bitmaps litter the game and provide each level with its own distinct look and personality. Weather conditions, such as snow and rain, appear in certain levels and add the proverbial icing on the cake.

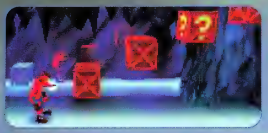
Character animations are much better as well. Crash alone has over ten times more frames of animation, offering a lot more moves like hanging, climbing, ducking, and belly-flopping.

One of the few complaints about the first game was that it was too linear. To remedy this, *Crash 2* adds warp zones and more branching levels. Instead of having to finish a particular section before continuing, gamers will now have the ability to warp to each level whenever they choose. If you're stuck on a certain part, you can just skip it and come back later on.

With all of these enhancements, *Crash 2* is looking to be one of the coolest games this year. No doubt about it, the Bandicoot is back, and in a very big way!

The familiar lush jungle backgrounds that set the tone of the first game are back, but they look twice as good this time around.

Yahoo! That crazy ol' Crash Bandicoot has got some cool new toys to use for his sequel, like this awesome rocket-powered jet ski.



If one thing is synonymous with Bandicoots, it's breaking open hundreds of crates. Check out the cool mirror reflection!

Bandicoots can't really swim, but simply wading through shallow water isn't really that big of a deal.

DIE, BANDICOOT, DIE!

Several new "death" animations have been added in *Crash 2*. Now this game has more ways to die than New York City. From drowning to head-on collisions to getting burnt to a crisp, Crash always seems to meet his demise with a humorous attitude. That's the spirit, Crash!

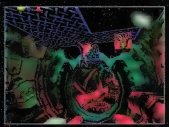
If Crash falls in icy waters, not only is he frozen solid, but this bear gets to mock him!

Splat! You have to watch where you're going when speeding along on bear-back.

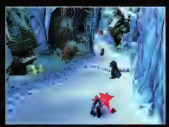
Drowning, unfortunately, is an everyday reality for the Bandicoot, who can't swim.

CRASH'S GOT MAD SKILLZ

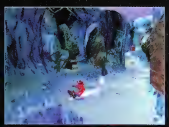
Crash still has his spin attack, but he's also learned a few new moves along the way. From sliding to crawling, he's certainly got the skills to pay the bills.



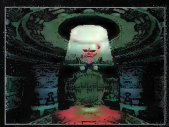
▲ **Hanging is one of Crash's more useful abilities. How else will you cross lava?**



▲ **Use the Crawl to get into tight areas and under low-hanging ceilings.**



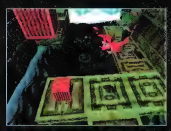
▲ **Sliding is one of Crash's specialties. He just loves going out in that snow!**



▲ **Crash has also got mad Jumps that would put David Lee Roth to shame.**

▼ **First you get the big-time videogame star gig, then you get the babes.**

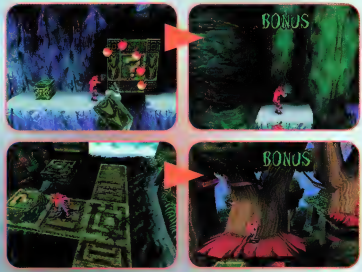
▲ **This time around, Cortex has recruited some bigger, meaner bad guys to put the hurt on everyone's favorite Bandicoot. But y'know, the bigger they are, the more Crash loves to spin recklessly into them.**

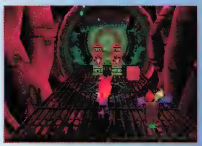


▲ **Ker-splat! Doing a Belly-Flop on land can be pretty painful, but Crash likes it.**

BONUS TIME!

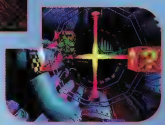
Bonus levels have changed a lot since the first Crash game. Originally, gamers had to collect three special icons to be transported to the bonus areas. The game also took a few seconds to load these levels up. Now, bonus areas are a bigger part of the gameplay. Throughout the levels, you'll notice platforms marked with a question mark, which take you directly to the bonus areas, and with no more access time, either!





▲ **Be careful of those red-hot pipes. They bring new meaning to the term "well-done."**

▲ **Crash 2 is a lot less linear. Levels generally branch off into multiple paths, so gamers will be able to choose which way they want to go.**



▼ **As a new twist, some of the levels have Crash donning a rocket pack. Since he is flying in actual 3-D space, it takes a little getting used to.**

▼ **Warp zones like this one will rapidly zip you off to different worlds and levels. The best part is that the loading times are so fast, they're almost nonexistent!**

Know Your PlayStation!

1

launch of the PlayStation. Here are with all there is to know about the PlayStation.

A system as massive as the Sony Playstation has had many myths surface about it. In an attempt to dispel the rumors and genuinely educate enthusiasts, we consulted the experts to bring you the final word on our favorite platform. Completely comprehensive, everything you need to know is here: a troubleshooting guide to diagnose your PlayStation woes, the many ways to plug in your system, how to get the best resolution, the PlayStation's rainbow of colors and what they signify, the kinds of laws to play your system, and a stint on the future gaming and hacking your Station. By the end of this feature, you will possess all the knowledge necessary to make you an all-knowing PlayStation expert. So get with it, knowledge is power. Know your PlayStation.

Troubleshooting

The fact is, more people read magazines than they do instruction manuals. So, if you missed something in the instruction manual or the do's and don'ts pamphlet included in the packaging (which is actually fairly vague and generic), you can get it here. We've also got all the information that should be in the manual and isn't. Let's not forget the knowledge acquired in our staff's own hands-on experience with the best home game console in existence, either!

Certain issues, such as skipping FMV, have caused a lot of controversy since the launch of the PlayStation. You could infer that PlayStations are widely problematic. In reality, however, more than 3.5 million PlayStations have been sold, and only a small percentage of owners have experienced problems. And in most of these situations, customer use had a direct effect on the dilemmas they encountered. Check your setup against our recommendations to ensure a long life for your PlayStation.

Symptom:

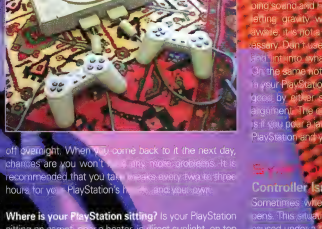
Choppy Sound and Skipping FMV

Possibly the most widely reported PlayStation problem is the sound skipping FMV and sound. Skipping is the effect you hear on the PlayStation system when the CD is unable to read the data quickly enough.

First, is the disc scratched! When dealing with this common problem the first thing you should do is examine the surface of the disc. Then you should try playing one of the other games. If you want to check the disk: it may be dirty or scratched. If it is dirty, try cleaning the disc. Even a small scratch could cause skipping, especially if all your other games work fine.

If several of your other games skip, or you have cleaned your disk of all lint and fingerprints and it still skips, your PlayStation may have an internal problem. Here is a list of questions to help determine if any of your actions may have caused this situation.

Have you been playing your PlayStation or leaving it on for long periods of time without any breaks? Playing for long spells without a rest is not good for you or your PlayStation. If your gameplay is skipping after hacking, resident evil, or movie sequences, it may be overheating. Take a break and let the PlayStation cool off overnight. When you come back to it the next day, chances are you won't have any more problems. It is recommended that you take breaks every two to three hours for you, PlayStation's health, and your own.



Where is your PlayStation sitting? Is your PlayStation sitting on carpet, near a heater, in direct sunlight, on top of your VCR, on top of your TV, in an entertainment center, or in some other enclosed area? If any of these conditions can cause it to overheat and then skip. If you have your PlayStation set up in one of these hazardous areas, you need to move it immediately. Place it on a flat, hard surface where it can receive plenty of ventilation. The PlayStation is cooled by the vents on the sides as well as those on the bottom. The key things to remember are never block the vents, and always have excellent air flow. Remember, the PlayStation in an entertainment center does not have as much air flow as it normally when it's exposed to a heat source. The moral of this story is: don't be sure that your PlayStation is cool when you've been playing in bed with the covers over your head.

Are you using a power strip or extension cord? Wall outlets aren't always the most convenient location when it comes to plugging in your PlayStation. Many times you have to use power strips or extension cords to reach those outlets that are behind furniture or on the other side of the room. Unfortunately, power strips can cause your PlayStation to skip. When you use a power strip or extension cord, you create a situation in which overheating and skipping can occur. Not all power strips and extension cords are created equal—with extension cords, you can experience a power drop between the wall and the end of the cord. Power strips or surge protectors can also experience a drop in power because they aren't all of the same quality. Unfortunately, some really don't provide enough power to run the PlayStation without worry.

You can argue that not using a surge protector will let power surges blow out your system. This may be true, but an easy solution is to unplug your PlayStation after use. Oh yeah, and don't play games in the midst of an electrical storm.

Actually, a good rule of thumb is to always keep your PlayStation unplugged when it's not in use. Even when the power is off, it still draws power from the wall, heating up the power converter in the back left corner of the machine. Try touching this area after your PlayStation has been plugged in for a while to see if it feels warm. Long-term heating can eventually cause problems.

Overheating is the main cause of a skipping PlayStation. Heat comes off the power converter and warps the CD drive mounting or the rails in which it rests, moving the lens out of alignment. You may have heard about turning your PlayStation upside down to alleviate skipping and speed up play. This takes the weight off the lens, letting gravity work for it. While this may work for awhile, it's not a solution—it's a struggle to keep it necessary. Don't use a fan to cool off. Fans can blow dust and lint into what should be a dust-free environment. On the same note, you should never use a lens cleaner in your PlayStation. Doing so can cause more harm than good by either scratching the lens or taking it out of alignment. The only time this would even be suggested is if you pour a pot of mustard or salad dressing into your PlayStation and you have nothing to lose.

Symptom: Controller Isn't Working

Sometimes when you give a command, nothing happens. This situation is simple to diagnose and can be caused under a few circumstances.

As with previous troubleshooting, you first need to isolate the problem as if the controller or is it the port? First, try plugging another controller into the port to see if it works. If it works fine, then the problem probably exists with the original controller. To be sure, try the controller in the second port or even try plugging it into another PlayStation. If it happens to be the controller, then check to see who makes it. Some controllers out there aren't as reliable as others.

If your controller works in the second port or with another PlayStation, then you probably have a burned out port. If your port is burned out the only solution is to send the PlayStation in for repair.

It is unclear as to what may cause a port to burn out. It could happen as a result of using an unofficial controller or memory card—they can send a power surge to the port that burns it out. Unplugging a controller or a memory card with the power on may cause this to happen. You should always turn off the power before changing controllers, memory cards, or multitaps. Be careful with unlicensed controllers and memory cards.

Symptom: Bouncing Screen

This rare situation, in which the picture constantly rolls, occurs mostly with new PlayStation owners who are hooking them up to their TVs for the first time. It also typically happens when you take your system to Grandma's house and try hooking it up to her 35-year-old TV.

The first thing to check when you encounter a bouncing screen is if the TV has a vertical hold control. If it does, it may be possible to fix the problem with just a few twists. If that doesn't work, or there is no vertical hold knob, then the next step would be to isolate the problem. Is it the PlayStation or the TV? Try hooking your PlayStation up to another TV. If it works fine, then the original TV has no way of stabilizing the signal. If it doesn't work, then either both TVs have no way of stabilizing the PlayStation's signal or something is going on with your system internally. To be sure, try borrowing a friend's PlayStation to see if it works with the TV. If it does, then you will know something is wrong with your own system. Now it's time to call Sony Technical Support. The more likely scenario is that other PlayStations will bounce on that particular TV, as well. This problem is known to Sony as the "bouncing-screen" phenomenon. Keep in mind that the occurrence is rare and nothing to lose sleep over.

You need to contact Sony through its 800 number and send in your system for modification. They will put a chip in for free that will stabilize the picture and rectify the situation. To compensate you for being without your precious PlayStation for a few weeks, Sony will offer you one of a selection of their games for $19.95.

Some TVs out there just can't stabilize the signal the PlayStation puts out. This generally happens with older television sets, but even certain new sets sometimes bounce. As far as brands go, Zenith televisions have the most occurrences. That's not to say all Zeniths will bounce, however. Various models from all kinds of manufacturers, new and old, may bounce. There's no way to really tell until you try to hook your PlayStation up to it.

Symptom: No Picture Using an RFU Adapter.

People can sometimes have a problem with their RFU adapters, but the solution is fairly simple. If your RFU is not working, the main thing you need to find out is who makes the adapter. There are a few different adapters on the market, each made by a different company. Only the adapter made by Sony is actually licensed, and for good reason—it works reliably. Normally, we would encourage people to shop around for the best deal. In this situation, however, the other unlicensed adapters just aren't dependable. If you have one that isn't working, take it back and pick up the Sony licensed RFU adapter.

If you're using the Sony-licensed adapter and you can't get a picture, the solution is still probably very simple. The adapter needs a small amount of power to work. It is fed power from the back of the PlayStation through the RFU DC OUT. If you have no picture, it could be because the adapter is not getting power. Look at the connection from the top of the PlayStation. If you can see the little silver post that goes into the RFU DC OUT, then it isn't getting power. Simply give it a firm push, so the pin is completely inserted. This should solve your problem. If not, try exchanging the adapter for another Sony RFU, or try your adapter on a friend's PlayStation. Both actions will isolate the prob-

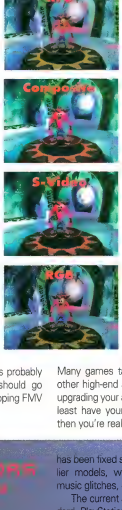
lem, although the problem usually lies with the adapter.

Other Issues

Occasionally, the disk will still be spinning when you open the lid with the power on. Never stop the disk with your hand; always let it stop on its own. If the disk won't stop on its own, turn off the power and let it come to a complete stop. A small button is located in the back right side of the open PlayStation that is automatically pushed when you close the lid. This button allows the disc to be accessed, and sometimes it will get stuck and stay pushed when you open the lid.

There have been some reports in which the disk drive spins the game disk too quickly, as if about to spin out of control. It makes a high-pitched whine while doing so. Unfortunately, we have no idea why this happens. If it happens to you, turn the power off and let the disk stop on its own. When you turn the power back on, everything should be OK. If not, call Sony.

Sometimes when you turn on the PlayStation, you won't get anything but the Sony logo or the menu screen with the Memory Card and CD Player options. This is probably due to the PlayStation overheating. You should go through the troubleshooting methods for skipping FMV to see if they will solve the problem.



Hook-Ups

How do you have your PlayStation connected to the TV? You probably haven't given it much thought, but the cable you use can make a tremendous difference in the quality of your picture. The lowest grade is RFU, which you'll only want to use if you don't have any other choice. Many older TVs only have RFU connections. Next up is composite, which offers a good, standard image. But for you true videophiles, go for the S-Video cable for a nice, squeaky-clean picture. Unfortunately, many TV sets still don't include S-Video inputs.

Lastly, for the uncompromising player who demands only the best, go for a direct RGB input. Only a few high-end TVs will accept an RGB cable, so you may just have to go out and buy a new set. You'll also need to get an RGB cable custom made, unless you can find one somewhere through mail order. It's worth the extra effort, though—the graphics are pixel-for-pixel perfect, just like in the arcade.

Many games take advantage of surround sound and other high-end audio features, so you should look into upgrading your audio equipment, as well. If you don't at least have your PlayStation wired up to your stereo, then you're really missing out on a lot!

Taking Care of Your Disks

Because PlayStation games are published in CD-ROM format, you must take special care when handling them. They are easily scratched, which is often the reason why a game doesn't work properly. Once a disk has been scratched, there is no going back. The disk may be ruined, depending on where the scratch is and what information it has eliminated. You cannot repair or clean a deep scratch. To avoid any heartbreaks, always handle your games by the sides of the disk, and never touch the black surface or spin the disk around in its case.

Lint or fingerprints on your discs can also cause problems with the way they play; you need to keep your discs clean. There is really only one way to clean a dirty game, despite all the methods you may have seen on the market—it is actually the simplest. Just get some normal CD cleaner in a pump spray and some lint-free soft CD wipes from a music or computer software store. The whole setup should cost around five dollars. Just spray the black surface with the cleaner, then use one of the CD wipes to clean it off. Wipe from the inside moving out to the edge in straight lines. Never wipe in a circular motion around the disk. The lens in the PlayStation reads the game disk in circles, and while it doesn't have much trouble getting around scratches across the disk (perpendicular to its path), it will skip when a scratch runs around the circumference of the disk (along the lens' path). For this very reason, avoid at all costs the CD cleaners that come with a crank. If even the smallest hard particle is inside when you crank your

The Many Colors of PlayStation

PlayStations are gray, right? Well, not all the time. PlayStations come in all types and colors, most of which you've probably never even seen or heard about. Here are a few of the more interesting models out there.

Gray PlayStation: Standard Model

This is the standard consumer version of the PlayStation that's in zillions of homes throughout the world. You probably didn't notice, but the standard model has actually had several different versions. In the first batch of units, you could do the infamous "disc-swap" method to beat the territorial lockout and play Japanese games—you can't do this on newer models.

The S-Video port was taken out of later models, and in the last round of units the composite plugs were stripped away. These features were eliminated in favor of a new, streamlined multi-out port that can be adapted to either a S-Video, Composite, or RFU cable. The main reason for these changes is they simplify production and save Sony manufacturing costs. It's these little changes that eventually knock down the retail price of the PlayStation. Also, the latest model of the PlayStation has been fixed so it doesn't heat up as much as the earlier models, which often resulted in skipping FMV, music glitches, or other game problems.

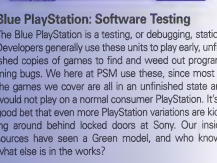
The current Japanese and U.K. versions of the standard PlayStation model are nearly identical to ours, except they have different territorial lockout chips that only let them play games published domestically. Also, the U.K. PlayStation will only work with the PAL television format, which is different (and just a bit slower) than the NTSC format used in Japan and here in the U.S. Voltage requirements also differ between the big three markets, so be careful what you plug in where.

Black PlayStation: Yaroze development Kit

The Yaroze is a low-end development station designed for consumer use. Just think about it—if you can fork out the $750 for the kit (and you can program in C), then you can create your own PlayStation games on your PC and play them right there on your Yaroze! An expansive Yaroze support network is also set up on the Internet, where amateur game designers can trade programming tips and demo each other's games. "Yaroze," in case you're wondering, means something to the effect of "Let's create!" in Japanese.

White PlayStation: MPEG compatible

This cool little number is only available in Asian markets outside Japan. It features the added capability of playing MPEG movies, which are very popular in the Asian markets. Other than that, it's pretty much the same machine as our model.



Blue PlayStation: Software Testing

The Blue PlayStation is a testing, or debugging, station. Developers generally use these units to play early, unfinished copies of games to find and weed out programming bugs. We here at PSM use these, since most of the games we cover are all in an unfinished state and would not play on a normal consumer PlayStation. It's a good bet that even more PlayStation variations are kicking around behind locked doors at Sony. Our inside sources have seen a Green model, and who knows what else is in the works?

disk around, you will definitely scratch the entire thing. These products are notorious for turning otherwise fine games into coasters.

PERIPHERALS: TOOLS OF THE TRADE

Peripherals come in every shape, size, and persuasion. Almost every game can be played with a controller other than the standard Sony pad. In many cases, a game becomes better when you use the right peripheral. The improvement is in the control, and you can really cheat yourself if you don't use the best peripheral for a certain game. Since its launch, all kinds of cool stuff has come out that plugs into the PlayStation. It started as a trickle, but as time went by and Sony began to relax its licensing methods, peripherals came out at a faster pace. You will notice a flood of new peripherals hitting the market in the coming year. This section is to get you acquainted with the products that are currently available to enhance your PlayStation experience. Check out the peripherals reviews and previews in this issue's Monitor section to get the scoop on the latest entries into the fascinating world of alternate control methods.

Digital Vs. Analog

Two types of control interfaces can be used with the PlayStation. The primary interface is digital, which works with all games and is the standard method of control. The other type is analog. Analog interfaces are featured in very few games, but this is changing. The difference between the two is significant. When you press on a digital joystick control to give a command, the amount of pressure you apply has no effect. Give the same command on an analog joystick, and the degree of pressure you use directly effects the outcome of the command. So if you push the stick with a vengeance to make the character run faster with digital control, the character's speed is unaffected. Do the same on an analog stick and the character runs faster. Analog provides an increased level of control when used with games set up for it, and is always better than digital.

Standard Controller

The standard controller is actually kind of boring compared to the growing field of optional controllers, but it is actually the best option for a lot of games. Several different companies offer a standard controller. Although they have no special features, standard controllers do offer some variety. Some have a unique kind of D-pad, some are larger and have a different grip, and each one has a different feel in your hand.

Enhanced Game Pad

Enhanced game pads have extra features that directly affect control. The most common enhancements are slow motion, turbo, and autofire settings. The slow-motion feature is basically a switch inside the controller that quickly pauses and unpauses the game via the start button. It doesn't work with all games and is pretty much useless. Besides, who wants a game to move slower anyway?

Turbo/autofire is usually a switch or button that makes a given control act as if it were constantly being tapped. The speed at which the button is pushed is usually considerably faster than a human can press it. This function is especially effective with shooters, or any game where how quickly and how often you press a button directly effects your performance.

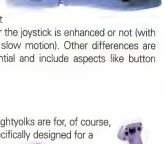
Another feature available on some enhanced controllers is button and move programmability. This can be especially helpful with fighting games, where special moves require the timing of a series of complicated button and D-pad presses. Programmable game pads take these complicated moves and assign the whole combination to just one button. Hmmm...very useful for those inept gamers out there.

Analog Game pad

Analog game pads haven't actually been released in America yet, but they're coming. The most anticipated of the new peripherals, the analog D-pad, will blast open the door of control for games that are configured for it. The control made possible by the two analog thumb sticks will make you melt. This will be a must-have for any avid PlayStation owners who want to get the most out of their games.

Joysticks

The joystick is a modern world cultural icon. It has become a loaded word, with many meanings and connotations to many different people. Some gamers prefer joysticks over game pads for a particular game or genre. They seem most popular with fighting games, but they are actually good for bringing arcade feel to any game. The PlayStation has several joysticks available. The main difference between different brands is whether the joystick is enhanced or not (with autofire/turbo, or slow motion). Other differences are generally preferential and include aspects like button layout and grip.



Flightsticks

Flightsticks and flightyolks are for, of course, flying games. Specifically designed for a certain genre, they come in several shapes and sizes. One of the cool things about them is that they have the different action buttons right on the joystick, in some cases giving you complete control with just one hand. The best are analog, but the game must be configured for an analog stick.

Steering Wheels

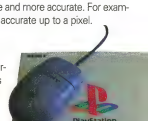
Steering wheels are obviously designed for driving games. They can actually go a long way to pull you deeper into your favorite racing game, and some of the analog wheels available sharply raise the degree of control. Some even come with foot pedals to simulate the total driving experience.

Light Guns

Shooting games were made popular early in video game history, so naturally the PlayStation has its share of the genre. The best way to play an arcade style shooter is with a light gun. Several different kinds are available, though the only difference between most are the shape and size. Some will have better-than-average optics design and enhancements like autofire and auto reload. The best weigh little, since a heavy gun will wear out your arm when you embark on that crazy *Crypt Killer* marathon. Light guns work by sensing the reflection of light off of your television screen, so it is generally better to have your brightness turned up higher than normal. As technology has improved, light guns have become more and more accurate. For example, Namco's Guncon is accurate up to a pixel.

Mouse

Not the most popular peripheral, the mouse is actually useful for certain PlayStation games. Used mostly for those point-and-click graphic adventures, the mouse can also be good on some shooting games as a replacement for a light gun.



Multi Tap

Great for parties, the Multi Tap is an adapter that lets you play with four people at the same time. Plug in two of them and you can play with up to eight players. Sports games are often set up with this option, and it is a must-have for gamers with lots of friends. The three additional game pads must be purchased separately.

Link Cable

Link cables, or battle cables, connect two PlayStations together so you can play head-to-head. You need two TVs, two PlayStations, and two copies of the same game. Only a few games are linkable, but it turns certain titles like *Wipeout XL*, *Doom*, and *Motor Toon Grand Prix* into amazing two-player games. Only the well-to-do gamers are able to get into linking because of the large amount of cash you have to shell out. If a friend has a PlayStation and it's not a lot of trouble to haul your stuff over, then it could be worth picking up a link cable. Needless to say, linking games is one of the coolest things you can do with your PlayStation. Most stores don't sell link cables, so you will probably have to order one directly from Sony.

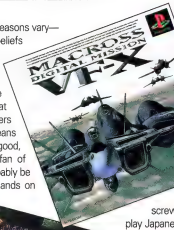
Memory Cards

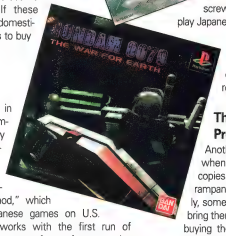
With home video game systems of the past, you usually saved your progress with passwords. Some cartridge games had a small battery inside that let you flash-save your progress directly to the game cartridge. With the advent of the CD-ROM format in the 32-bit age, saving to the game itself became impossible. The solution to this is the flash-memory card. Most games require one block of memory to save progress, but some games can require up to 15 blocks—or an entire memory card—to make a save. Flash memory uses an electric current that feeds from the PlayStation into the memory card, imprinting the charge or save onto one of the blocks. In theory, a block of memory can potentially be overwritten too many times and cease working. The number of times a block can be overwritten is said to be somewhere around 1,000. However, since the situation has not been reported by any consumers here or abroad, the exact number is not known.

Several memory cards are available from a variety of companies, but only Sony's memory card is licensed. The others out there aren't licensed and aren't necessarily as reliable, but they are still somewhat interesting. The big thing seems to be cards with more than 15 blocks. Some cards accomplish this with multiple pages, 15 blocks each, totaling up to 360 per card. It will be interesting to see what Sony does about the licensing of memory cards from other companies in the future, since they are really the only peripherals you can't survive without.

The Import Scene

The import game market plays a major role with the PlayStation, perhaps more so than with any other video game console before it. The reason is simple: with PlayStation's enormous success in Japan, literally hundreds of games come out each year, and many of them never make it here to the U.S. The reasons vary—the game may focus on values or beliefs that differ from ours, it may be based on a comic book or movie that American audiences have never heard of, or the game may tie in with a certain trendy style that just doesn't click with gamers over here. None of this means these games aren't any good, however. And if you're a fan of Japanese anime, you'd probably be interested in getting your hands on the latest *Macross* or *Gundam* game. If these titles aren't released domestically, your only option is to buy the import.





Hacking Your PlayStation

The first thing to keep in mind when ordering import games is that they won't work on the standard U.S. model PlayStation. You may have heard of the now-infamous "swap method," which will let you play Japanese games on U.S. machines. This only works with the first run of PlayStations, and it is a very unsafe way for you to play your games. For that reason, we won't repeat the method here (so please don't write in asking us how!). Your next option is to get your PlayStation "chipped," which is a simple process in which you modify the territorial lockout in your PlayStation so it will play foreign games. This process does work, but you're taking a big risk if you crack open your machine and start soldering it yourself. Many import stores and mail-order houses will do the modification for you, but you can never be sure they won't screw it up. The only real sure-fire way to play Japanese games without any unnecessary risk to your PlayStation is simply to buy a Japanese model. Unfortunately, this is also the most expensive solution. It is the one we recommend, however.

The Black Market: Protect Yourself

Another danger you should watch out for when buying import games is illegal copies. Black market copies of games run rampant throughout Asia, and unfortunately, some of the more unscrupulous vendors bring them over here. Not only is making and buying these games completely illegal, the copies are often flawed and work poorly, if at all. It's easy to spot the fakes, just look on the bottom of the disc—official PlayStation games are always black on the bottom.

Technical Support Lines

If you have problems with your software, or want to ask general questions about a game, give the company that published it a call.

Acclaim	(516) 656-2650
Accolade	(800) 245-7744
Activision	(310) 479-5644
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(415) 780-0166
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(408) 774-0400
Crystal Dynamics	(415) 473-3400
Data East	(408) 286-7080
Eidos	(415) 217-4111
Electronic Arts	(800) 245-4525
Fox Interactive	(310) 369-3900
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(800) 969-4263
Jaleco	(847) 215-2359
KOEI	(415) 348-0500
Kokopeli	(818) 591-1310
Konami	(847) 215-5111
Lucas Arts	(415) 507-4545
Maxis	(800) 33-MAXIS
Microprose	(410) 771-1151
Midway/Williams	(903) 874-5092
Mindscape	(415) 897-9900
Namco	(408) 922-0712
Ocean	(408) 289-1200
Playmates	(310) 407-1490
Psygnosis	(800) 345-7669
Ready Soft	(905) 475-4801
SCEA	(800) 345-7669
Sierra	(206) 644-4343
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(818) 591-1310
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(415) 693-0297
Viacom	(800) 469-2539
Vic Tokai	(310) 326-8880
Virgin	(800) 874-4607
VR Sports	(714) 955-9592

THE COMPLETED RELEASED GAME LIST

game title	publisher	game type	# players	link	mouse	analog	multi-tap	m.card	rating
3D Baseball	Crystal Dynamics	Sports/Baseball	1-2	no	no	no	yes	6A	
3D Lemmings	SCEA/Psygnosis	Puzzle/Strategy	1	no	yes	no	yes	6A	
A-Train	Maxis	Strategy	1	no	yes	no	yes	6A	
Adidas Power Soccer	SCEA/Psygnosis	Sports/Soccer	1-4	no	no	no	yes	6A	
Agile Warrior F-111X	Virgin	Action/Strategy	1-2	no	no	no	yes	1	
Air Combat	Namco	Action/Flying	1-2	no	no	no	yes	6A	
Akuji the Heartless	EA	Action/Shooter	1	no	no	no	yes	6A	
Alien Trilogy	Acclaim	Action/Shooter	1	no	no	no	yes	6A	
Allied General	Mindscape	Strategy	1-2	no	no	no	yes	6A	
Alone in the Dark	Interplay/Infogrames	Action/Adventure	1-2	no	no	no	yes	6A	
Andretti Racing	EA	Racing	1-4	yes	no	yes	yes	6A	
Aquanauts Holiday	SCEA	Exploration	1-2	no	no	no	yes	6A	
Archimedean Dynasty	Mindscape	Strategy/Action	1-2	no	no	no	yes	6A	
Area 51	Midway	Shooter	1-2	no	yes	no	yes	6A	
Assault Rigs	SCEA/Psygnosis	Action/Shooter	1-2	yes	no	no	yes	6A	
Bad Mojo Redux	Acclaim	Sports/Racing	1-2	no	no	no	yes	6A	
Bad Mojo Redux: Stubbleheister	Lucas Arts	Action/Adventure	1-2	no	no	no	yes	6A	
Batman Forever	Acclaim	Action	1-2	no	no	no	yes	6A	
Battle Arena Toshinden	SCEA	Fighting	1-2	no	no	no	no	1	
Battle Arena Toshinden 2	Tecmo/Sony	Fighting	1-2	no	no	no	yes	1	
Battle Stations	Electronic Arts	Simulation/Strategy	1	no	no	no	yes	6A	
Beyond The Beyond	SCEA	RPG	1	no	no	no	yes	6A	
Big Bass World Championship	Hot-B	Sports/Fishing	1-4	no	no	no	yes	6A	
Blam Machinehead	Eidos	Shooter/Action	1-2	no	no	no	yes	6A	
Blast Chamber	Activision	Action	1-4	no	no	no	yes	1	
Blazing Dragons	Crystal Dynamics	Graphic/Adventure	1	no	no	no	yes	6A	
Blood Omen	SCEA	Graphic/Adventure	1	no	no	no	yes	6A	
Bogey: Suit the 90s	Konami	Sports/Baseball	1-2	no	yes	no	yes	6A	
Brahma Force	Jaleco	1st person/Shooter	1-2	no	no	no	yes	6A	
Brain Dead 13	ReadySoft	Graphic/Adventure	1	no	no	no	no	6A	
Broken Helix	Konami	Graphic/Adventure	1	no	no	no	yes	6A	
Bubble Bobble	Acclaim	Arcade Skin	1-2	no	no	no	yes	6A	
Bubsy 3D	Accolade	3D Platform Adventure	1-2	no	no	no	yes	6A	
Burning Road	Playmates	Racing	1-2	no	yes	no	yes	6A	
Burning Soldier 2	Virgin	Shooter	1-2	no	no	no	yes	6A	
Bustin' Bros. Collection	Capcom	Puzzle/Shooter	1-2	no	no	no	yes	6A	
Carnage Heart	SCEA	Strategy	1	no	no	no	yes	6A	
Casper	Interplay	Adventure	1-2	no	no	no	yes	6A	
Chessmaster 3D	Mindscape	Strategy	1-2	no	no	no	yes	6A	
Chronicles Of The Sword	SCEA/Psygnosis	Graphic/Adventure	1	no	yes	no	yes	6A	
City of the Lost Children	Psygnosis	Graphic/Adventure	1	no	no	no	yes	6A	
Colony Wars	SCEA	Action/Shooting	1-4	no	no	no	yes	6A	
Command And Conquer	Virgin	Action/Shooting	1-2	no	no	no	yes	6A	
Contra: Legacy of War	Konami	Skate/action	1-2	no	no	no	yes	6A	
Cool Boarders 2	SCEA	Sports/Snowboarding	1-2	no	no	no	yes	6A	
Crash Bandicoot	SCEA	3D Platform Adventure	1	no	no	no	yes	6A	
Criticom	Vic Tokai	Fighting	1-2	no	no	no	no	1	
Crow: The	Acclaim	Action/Adventure	1	no	no	no	yes	6A	
Crow: City of the Remorse	Acclaim	Action/Adventure	1	no	no	no	yes	6A	
Crypt Killer	Konami	1st person/Shooter	1-2	no	no	no	yes	6A	
Cyberia	Interplay	Action/Shooter	1-2	no	no	no	yes	6A	
Cybersled	Namco	Action/Shooting	1	no	no	no	yes	6A	
Dark Forces	Mindscape	Action/Shooter	1-2	no	no	no	yes	6A	
D	Acclaim	RPG/Adventure	1	no	no	no	yes	6A	
Dare Devil Derby 3D	Mindscape	Racing	1-8	no	no	yes	no	1	
Darkstalkers	Capcom	Fighting	1-2	no	no	no	yes	6A	
Darkstalkers 3	Capcom	Fighting	1-2	no	no	no	yes	6A	
Descent	Interplay	Flight Sim/Action	1-2	yes	no	yes	no	6A	
Descent Maximum	Interplay	Flight Sim/Action	1-2	yes	no	yes	no	6A	
Destruction Derby	SCEA/Psygnosis	Racing	1-2	no	no	no	yes	6A	
Destruction Derby 2	SCEA/Psygnosis	Racing	1-2	no	no	no	yes	6A	
Die Hard Trilogy	Fox Interactive	Action/Adventure	1	yes	no	no	yes	6A	
Discworld	SCEA/Psygnosis	Graphic/Adventure	1	no	no	no	yes	6A	
Divide, The	Ubi Soft	Action/Shooter	1-2	no	no	no	yes	6A	
Doom	Williams	Action/Shooter	1	yes	no	no	no	1	
Dragon Heart—Fire and Steel	Acclaim	Action/Adventure	1-2	no	no	no	yes	6A	
Ecstatica	SCEA	Action/Adventure	1	no	no	no	yes	6A	
ESPN 2 Extreme	SCEA	Racing/Action	1-2	no	no	no	yes	6A	

game title	publisher	game type	# players	link	mouse	analog	multi-tap	m.card	rating
ESPN Extreme Games	SCEA	Racing/Action	1-2	no	no	no	no	1	
Extreme Assault	Electronic Arts	Action/Adventure	1	no	no	no	no	6A	
Fade To Black	Electronic Arts	Action/Adventure	1	no	no	no	no	6A	
FIFA Soccer '96	Electronic Arts	Sports/Soccer	1-4	no	no	no	yes	6A	
FIFA Soccer '97	Electronic Arts	Sports/Soccer	1-8	yes	no	no	yes	6A	
Final Doom	GT	Shooter	1-2	no	no	no	no	1	
Final Fear	Mindscape	Shooter	1-8	no	no	no	yes	6A	
Final Round, The	Konami	Sports/Golfing	1-4	no	no	no	no	6A	
Formula Karts	SCEA	Racing/Action	1-2	yes	no	no	yes	6A	
Fox Hunt	Capcom	FMV	1	no	no	no	no	1	
Frank Thomas '97	Acclaim	Sports/Baseball	1-2	no	no	no	no	6A	
Frank Thomas Big Hurt Baseball	Acclaim	Sports/Baseball	1-2	no	no	no	yes	6A	
Full Contact	Konami	Sports/Football	1-2	no	no	no	no	6A	
GrammCube	Puzzle	Puzzle	1-2	no	no	no	no	1	
Gex	Crystal Dynamics	Adventure	1	no	no	no	no	6A	
Golf Shorts	Sony	Sports/Golf	1-2	no	no	no	no	6A	
Gold Storm '97	Virgin	Sports/Soccer	1-2	no	no	no	yes	6A	
Grand Slam	Virgin	Sports/Baseball	1-2	no	no	no	yes	6A	
Gunship	Microprose	Flying/Sim	1-2	no	no	no	yes	6A	
Gunship	Microprose	Flying/Sim	1-2	no	no	no	yes	6A	
Hardball 5	Accolade	Sports/Baseball	1-2	no	no	no	yes	6A	
Hardcore 4x4	ASC Games	Racing	1	no	no	yes	no	1	
Hexen	Williams/GT	1st person/Shooter	1	no	no	no	no	1	
High Octane	Electronic Arts	Racing	1	no	no	no	no	6A	
Hive, The	Ymark	Shooter	1-2	no	no	no	yes	6A	
Hyper Tennis	Konami	Sports/Tennis	1-4	no	no	no	yes	6A	
In The Hunt	Jaleco	Shooter/Action	1-2	no	no	no	yes	6A	
Incredible Hulk, The	Eidos	Fighting/Shooter	1-2	yes	no	no	no	6A	
Independence Day	Fox interactive	Shooter	1-2	no	no	no	yes	6A	
International Track & Field	Konami	Sports/Track & Field	1-4	no	no	no	yes	6A	
Iore & Blood	Acclaim	Fighting	1-2	no	no	no	yes	6A	
Iron Man X-O Makover	Acclaim	Action	1	no	no	no	no	1	
Jet Moto	Sony	Racing	1-2	no	no	no	yes	6A	
Jet Moto 2	SingleTrac	Racing/Sim	1-2	no	no	no	yes	6A	
Jumping Flash!	SCEA	Adventure	1	no	no	no	no	6A	
Jumping Flash! 2	SCEA	Adventure	1	no	no	no	no	6A	
Kileak—The Blood	Sony Soft	Shooter/Action	1-2	no	no	no	yes	6A	
KI Arena Fighters	Tecmo	Fighting/Kick Boxing	1-2	no	no	no	no	6A	
Kileak—The DNA Imperative	SCEA	Action	1	no	no	no	yes	6A	
Killing Zone	Acclaim	Fighting	1-2	no	no	no	no	6A	
King of Fighters '95	SNK	Fighting	1-2	no	no	no	no	6A	
Kings Field	Asci	RPG/Adventure	1	no	no	no	no	6A	
Kings Field 2	Asci	RPG/Adventure	1	no	no	no	no	6A	
Krazy Ivan	Crystal Dynamics	Action/Adventure	1	no	no	no	yes	6A	
Loaded	Interplay	Action	1-2	no	no	no	no	6A	
Lomax	SCEA/Psygnosis	Action	1-2	no	no	no	yes	6A	
Madden '97	Electronic Arts	Sports/Football	1-8	no	no	no	yes	6A	
Madden NFL '97	Electronic Arts	Sports/Football	1-8	no	no	no	yes	6A	
Magic Carpet	Electronic Arts	Action/Shooter	1	no	no	no	no	6A	
Mash Warrior 2	Activision	Action/Shooter	1	no	no	no	no	6A	
Mass Destruction	Sony	Action/Adventure	1-2	no	no	no	yes	6A	
MLB Pennant Race	SCEA	Sports/Baseball	1-2	no	no	no	yes	6A	
Mortal Kombat II	SCEA	Fighting	1-2	no	no	no	no	6A	
Mortal Kombat Trilogy	Williams	Fighting	1-2	no	no	no	no	6A	
Motor Toon Grand Prix	SCEA	Racing/Action	1-2	no	no	no	no	6A	
Myst	SCEA/Psygnosis	Graphic/Adventure	1	no	yes	no	no	6A	
Namco Museum Classics vol 1	Namco	Arcade Sim	1-2	no	no	no	no	6A	
Namco Museum Classics vol 2	Namco	Arcade Sim	1-2	no	no	no	no	6A	
Namco Museum Classics vol 3	Namco	Arcade Sim	1-2	no	no	no	no	6A	
Nanotek Warrior	Virgin	Shooter	1	no	no	no	no	6A	
Need for Speed	Electronic Arts	Racing	1-2	no	no	no	yes	6A	
NBA Action '98	Sega	Sports/Basketball	1-4	no	no	yes	yes	6A	
NBA in the Zone	Konami	Sports/Basketball	1-8	no	no	no	yes	6A	
NBA in the Zone 2	Konami	Sports/Basketball	1-8	no	no	no	yes	6A	
NBA in the Zone 3	Konami	Sports/Basketball	1-8	no	no	no	yes	6A	
NBA Jam Tournament Edition	Acclaim	Sports/Basketball	1-4	no	no	no	yes	6A	
NBA Live '96	Electronic Arts	Sports/Basketball	1-8	no	no	no	yes	6A	

game title	publisher	game type	# players	link	mouse	analog	multi-tap	m.card	rating
NBA Live '97	Electronic Arts	Sports/Basketball	1-8	no	no	no	yes	yes	KA
NBA Shoot Out	SCEA	Sports/Basketball	1-8	no	no	no	yes	yes	KA
NBA Shootout '97	SCEA	Sports/Basketball	1-8	no	no	no	yes	yes	KA
NCAA Football GameBreaker	SCEA	Sports/Football	1-8	no	no	no	yes	yes	KA(+6)
Need For Speed 2	Electronic Arts	Racing	1-2	no	no	yes	no	yes	KA
Need For Speed, The	Electronic Arts	Racing	1-2	yes	no	no	no	yes	KA
NFL GameDay	SCEA	Sports/Football	1-2	no	no	no	no	yes	KA
NFL GameDay '97	SCEA	Sports/Football	1-8	no	no	no	yes	yes	KA
NFL Quarterback Club 97	Acclaim	Sports/Football	1-8	no	no	no	yes	yes	KA
NHL 97	Electronic Arts	Sports/Hockey	1-8	no	no	no	yes	yes	KA
NHL Face Off	SCEA	Sports/Hockey	1-2	no	no	no	no	yes	KA
NHL Face Off '97	SCEA	Sports/Hockey	1-8	no	no	no	yes	yes	KA
NHL Open Ice	Midway	Sports/Hockey	1-4	no	no	no	yes	yes	KA
NHL Power Play '96	Virgin	Sports/Hockey	1-5	no	no	no	yes	yes	KA
Norse by Norsewest	Interplay	Action/Strategy	1-2	no	no	no	no	yes	KA
Novastorm	SCEA/Psygnosis	Shooter	1	no	no	no	no	no	KA
Off World Interceptor Extreme	Crystal Dynamics	Action/Strategy	1-2	no	no	no	no	yes	M
Olympic Soccer	US Gold	Sports	1-8	no	no	no	yes	yes	KA
Olympic Summer Games	US Gold	Sports/Soccer	1-4	no	no	no	yes	yes	KA
Overblood	Electronic Arts	Action Adventure	1	no	no	no	no	yes	T
Pandemonium	Crystal Dynamics	Action/Adventure	1	no	no	no	no	p.word	KA
Panzer General	SSI	War Simulator	1-2	no	no	no	no	yes	KA
Peak Performance	Atlus Software	Racing	1-2	no	no	yes	no	yes	KA
Perfect Weapon	ASC Games	Action	1	no	no	no	no	yes	KA
Persona	Atlus Software	RPG/Adventure	1	no	no	no	no	yes	KA
PGA Tour Golf '96	Electronic Arts	Sports/Golf	1-4	no	no	no	no	yes	KA
PGA Tour Golf '97	Electronic Arts	Sports/Golf	1-4	no	no	no	no	yes	KA
Philosoma	SCEA	Shooter	1	no	no	no	no	yes	KA
Pit Ball	Accolade	Sports/Action	1-4	no	no	no	yes	yes	KA
Pod	Accolade	Action/Shooter	1	no	no	no	no	yes	M
Power Move Pro Wrestling	Activision	Wrestling	1-2	no	no	no	no	yes	M
Power Rangers Zeo/Pinball	Bandai	Pinball	1	no	no	no	no	yes	KA
Power Slave	Playmates	Shooter/1st person	1	no	no	no	no	yes	M
Powerserve 3D Tennis	Ocean	Sports/Tennis	1-2	no	no	no	no	yes	KA
Primal Rage	Time/Warner	Fighting	1-2	no	no	no	no	no	T
Pro Pinball	Interplay	Pinball/Simulation	1-4	no	no	no	no	no	KA
Project Overkill	Konami	Action/Shooter	1	no	no	no	no	no	M
Project: Horned Owl	SCEA	Shooter	1-2	no	yes	no	no	yes	T
Psychic Detective	Electronic Arts	FMV	1	no	no	no	no	yes	M
Psychic Force	Acclaim	Fighting	1-2	no	no	no	no	yes	T
PULP	SCEA/Psygnosis	Sports	1-4	no	no	no	yes	yes	KA
Rage Racer	Namco	Racing	1	no	no	no	no	yes	KA
Raiden Project, The	SCEA	Shooter	1-2	no	no	no	no	yes	KA
Rally Cross	SCEA	Racing	1-4	no	no	yes	yes	yes	KA
Rayman	Ubi Soft	Adventure	1	no	no	no	no	yes	KA
Reloaded	Interplay	Shootin'/Action	1-2	no	no	no	no	yes	M
Resident Evil	Capcom	Action/Adventure	1	no	no	no	no	yes	M
Return Fire	Time Warner	Strategy/War Sim	1-2	no	no	no	no	yes	T
Revolution X	Acclaim	Shooter	1-2	no	no	no	no	no	KA
Ridge Racer	Namco	Racing	1	no	no	no	no	no	KA
Ridge Racer Revolution	Namco	Racing	1-2	yes	no	no	no	no	KA
Rise 2 Resurrection	Acclaim	Fighting	1-2	no	no	no	no	no	T
Road Rash	Electronic Arts	Racing	1-2	no	no	no	no	yes	KA
Robo Pit	THQ	Fighting	1-2	no	no	no	no	yes	T
Robotron X	Midway	Arcade/Action	1-2	no	no	no	no	yes	T
Romance of the 3 Kingdoms	KOEI	Strategy/RPG	1-8	no	no	no	no	yes	KA
Rush Hour	SCEA/Psygnosis	Racing	1-2	no	no	yes	no	yes	KA
Samurai Showdown 3	SCEA	Fighting	1-2	no	no	no	no	yes	T
Sentient	SCEA/Psygnosis	RPG/Adventure	1	no	no	no	no	yes	T
Shell Shock	US Gold	Action/Shooter	1	no	no	no	no	yes	KA
Shock Wave Assault	Electronic Arts	Shooter	1	no	no	no	no	yes	KA
Silverlord	Vic Tokai	Graphic/Adventure	1	no	yes	no	no	yes	M
Sim City 2000	Maxis	Strategy	1-2	no	yes	no	no	yes	KA
Skeleton Warriors	Playmates	Action/Adventure	1	no	no	no	no	no	KA
Slam N Jam '96	Crystal Dynamics	Sports/Basketball	1-4	no	no	no	yes	yes	KA
Slam Scape	Viacom	Action/Shooter	1	no	no	yes	no	no	KA
Soul Blade	Namco	Fighting	1-2	no	no	no	no	yes	T
Soviet Strike	Electronic Arts	Helicopter/Shooter	1	no	no	no	no	yes	T
Space Griffon VF-9	Atlus Software	Action/Shooter	1	no	no	no	no	yes	KA
Space Hulk	Electronic Arts	Action/Shooter	1-2	no	no	no	no	yes	T

game title	publisher	game type	# players	link	mouse	analog	multi-tap	m.card	rating
Space Jam	Acclaim	Sports/Basketball	1-2	no	no	no	yes	no	KA
Spider	BMG	Action/Adventure	1	no	no	no	no	yes	KA
Spot Goes To Hollywood	Virgin	Action Adventure	1	no	no	no	no	yes	KA
Star Fighter	Acclaim	Flight Sim/Shooter	1	no	no	no	no	yes	T
Star Gladiator	Capcom	Fighting	1-2	no	no	no	no	yes	T
Star Wars—Dark Forces	Lucas Arts	Action/Shooter	1	no	no	no	no	yes	T
Star Wars—Rebel Assault 2	Lucas Arts	Action/adventure	1	no	no	no	no	yes	KA
Star Winder	Mindscape	Racing/Shooter	1	no	no	no	no	yes	KA
Steel Harbinger	Mindscape	Action/Shooter	1	no	no	no	no	yes	M
Street Fighter Alpha	Capcom	Fighting	1-2	no	no	no	no	yes	T
Street Fighter Alpha 2	Capcom	Fighting	1-2	no	no	no	no	yes	T
Street Fighter: The Movie	Acclaim	Fighting	1-2	no	no	no	no	no	T
Street Racer	Ubi Soft	Racing/Action	1-8	no	no	no	yes	yes	KA
Strike Point	Technos	Helicopter Sim	1-2	no	no	no	no	yes	KA
Striker World Cup '96	Acclaim	Sports/Soccer	1-4	no	no	no	yes	yes	KA
Suikoden	Konami	RPG/Adventure	1	no	no	no	no	yes	KA
Super Puzzle Fighter 2 Turbo	Capcom	Puzzle/Strategy	1-2	no	no	no	no	yes	KA
Tail of the Sun	SCEA	Caveman Sim	1	no	no	no	no	yes	KA
Tecmo Super Bowl	Tecmo	Sports/Football	1-2	no	no	no	no	yes	KA
Tecmo's Deception	Tecmo	1st. Person RPG	1	no	no	no	no	yes	T
Tekken	Namco	Fighting	1-2	no	no	no	no	yes	T
Tekken 2	Namco	Fighting	1-2	no	no	no	no	yes	T
Tempest x3	Interplay	Arcade/Action	1-2	no	no	no	no	yes	KA
Ten Pin Alley	ASC Games	Bowling simulation	1-8	no	no	no	yes	yes	KA
Tenka	Psygnosis	1st Person Shooter	1	no	no	no	no	yes	M
Test Drive Off-Road	Accolade	Racing	1-2	yes	no	no	yes	yes	KA
Tetris Plus	Jaleco	Puzzle/Strategy	1-2	no	no	no	no	yes	KA
Theme Park	Electronic Arts	Strategy	1	no	yes	no	no	yes	KA
Thunder Truck Rally	Psygnosis	Racing	1	no	no	no	no	yes	KA
Thunderstrike 2	US Gold	Action/Simulator	1	no	no	no	no	p.word	KA
Tiger Shark	GT Interactive	Shooter	1	no	no	no	no	yes	KA
Time Commando	Activision	Action/Adventure	1	no	no	no	no	no	T
Tobal #1	SCEA/Square	Fighting	1-2	no	no	no	no	yes	KA
Tokyo Highway Battle	Jaleco	Racing	1	no	no	no	no	yes	KA
Tomb Raider	Eidos	Exploration/Adventure	1	no	no	no	no	yes	M
Top Gun: Fire at Will	Spectrum Holobyte	Shooter/Simulator	1	no	no	no	no	yes	KA
Total Eclipse Turbo	Crystal Dynamics	Shooter	1	no	no	no	no	yes	KA
Triple Play 97	Electronic Arts	Sports/Baseball	1-8	no	no	no	no	yes	KA
Triple Play 98	Electronic Arts	Sports/Baseball	1-8	no	no	no	no	yes	KA
True Pinball	Ocean	Pinball/Sim	1-8	no	no	no	no	no	KA
Tunnel B1	Acclaim	Action/Shooter	1	no	no	no	no	yes	KA
Twisted Metal	SCEA	Action	1-2	no	no	no	no	p.word	T
Twisted Metal 2	SCEA	Action	1-2	no	no	no	no	p.word	T
Vandel Hearts	Konami	Tactical RPG	1	no	no	no	no	yes	M
Viewpoint	Electronic Arts	Shooter	1	no	no	no	no	p.word	KA
Virtual Pool	Interplay	Sports/Pool	1-2	yes	no	no	no	yes	KA
VR Baseball	VR Sports	Baseball/Sports	1-2	no	no	no	no	yes	KA
VR Baseball 97	VR Sports	Baseball/Sports	1-2	no	no	no	no	yes	KA
VR Golf 97	VR Sports	Sports/Golfing	1-4	no	no	no	no	yes	KA
VR Soccer '96	VR Sports	Sports/Soccer	1-2	no	no	no	no	yes	KA
VTennis	Acclaim	Sports/Tennis	1-2	no	no	no	no	yes	KA
War Gods	Williams	Fighter	1-2	no	no	no	no	yes	M
Warhammer	Strategic Sims	War Simulator	1	no	no	no	no	yes	KA
Warhawk	SCEA	Flight Sim/Action	1	no	no	no	no	no	KA
WCW Versus the World	THQ	Wrestling	1-2	no	no	no	no	yes	KA
Wild Arms	SCEA	RPG	1	no	no	no	no	yes	KA
Williams' Arcade's Greatest Hits	Williams	Arcade Sim	1-2	no	no	no	no	yes	KA
Wing Commander III	Origin	Shooter/Adventure	1	no	no	no	no	yes	T
Wing Commander IV	Origin	Adventure/Space sim	1	no	no	yes	no	yes	T
Wipeout	SCEA/Psygnosis	Racing/Action	1-2	no	no	no	no	yes	KA
Wipeout XL	SCEA/Psygnosis	Racing/Action	1-2	yes	no	no	no	yes	KA
World Cup Golf	US Gold	Sports/Golf	1-2	no	no	no	no	no	KA
Worms	Ocean	Strategy/Action	1-8	no	no	no	no	yes	KA
WWF In Your House	Acclaim	Sports/Wrestling	1-4	no	no	no	no	yes	KA
WWF Wrestlemania	Acclaim	Sports/Wrestling	1-2	no	no	no	no	yes	KA
X-Com: UFO Defense	Microprose	Strategy	1	no	yes	no	no	yes	KA
Xevious 3D	Namco	Shooter	1-2	no	no	no	no	yes	T
Zero Divide	Time/Warner	Fighting	1-2	no	no	no	no	yes	T
Zoop	Viacom	Puzzle	1	no	no	no	no	no	KA

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final fantasy VII

psm strategy guide [disc 1]

Easily one of the largest RPGs ever to grace a home console system, *Final Fantasy VII* will challenge even the most hard-core of gamers. To help out, *PSM* presents the complete *FFVII* strategy guide. We left no stone unturned in our quest to provide you with the most complete resource about one of the hottest games of the year. This issue covers the first disc. We'll follow up with discs one and two next month, so be ready to come back for more!

SPOILER ALERT!

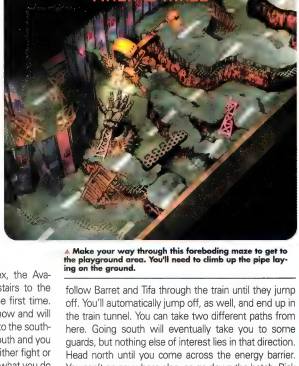
This guide contains a complete walkthrough of the first disc of *Final Fantasy VII* and should only be used when necessary.

Makoro Industrial Complex

After the game's introductory sequence ends, you will see Cloud and members of the resistance leap off the train. Make

your way to the outer gate of the power plant, where Barret and the team are waiting. Fight your way into the heart of the complex until you reach the first of two locked gates. (You will have to talk to one of the characters to gain entry.) After the first gate is opened, head right to enter another room, which contains a treasure chest. Go back and ride the elevator up to the top floor. Maneuver your way up the ladder and across the beams until you find the core section. Cloud will arm a bomb, causing an alarm to sound.

Your team will now have to face the level boss. After defeating him, proceed back to the elevator and ride it down to the bottom floor. You only have 10 minutes to get out of the plant, so hurry.



▲ **Make your way through this foreboding maze to get to the playground area. You'll need to climb up the pipe laying on the ground.**

Makoro Town (Area 8)

Following the destruction of the complex, the Avalanche members will disperse. Head upstairs to the surface, where you will meet Aeris for the first time. She is not interested in joining you right now and will walk off. Head to the lightposts located to the southwest and pick up the item. Proceed south and you will run into some guards. You can either fight or flee from them—it doesn't matter what you do here, as Cloud will eventually jump onto the passing train.

The Train and Avalanche HQ

You'll meet up with members of the Avalanche group on the train. Be sure to talk with everyone. Head towards the front of the screen to get to the next section of the train. Talk with all the group members again. After talking with Barret, he will take you to the Avalanche headquarters. When you arrive at the town, walk west, then north. You will find a save point and a child by the fence. Talk to the child, then head back down and to the west again. If you enter the tallest building in the town and go to the top floor, you will find a place to sleep and regain your energy. The second floor of the same building also has another save point.

Explore the various stores and purchase whatever equipment and Materia you may need. Visit the bar, where you will meet with Tifa. She is also a member of the Avalanche group. Talk with her and Barret will eventually show up. Barret will show you the secret location of the Avalanche HQ. Follow him down and speak with the rest of the team members.

At the start of the next day, talk to Barret and get a Materia from him. Do your final explorations of the town, then head back to the train station and board the train. Get ready for your next mission.

Makoro Industrial Complex Revisited

As soon as the timer starts counting down, follow Barret and Tifa through the train until they jump off. You'll automatically jump off, as well, and end up in the train tunnel. You can take two different paths from here. Going south will eventually take you to some guards, but nothing else of interest lies in that direction. Head north until you come across the energy barrier. You can't go anywhere else, so go down the hatch. Pick up the item in the passageway. Climb down the ladder and head west, where you'll meet one of the other Avalanche members. Climb up one of the two ladders—it doesn't matter which one, as they both end up at the same place. Here you'll find an Avalanche member and an item.

Climb down the ladder in the western corner and you will reach a platform that contains a save point, an item, and another one of the Avalanche members. Climb up the next ladder to enter the plant. You'll notice that this part looks exactly like the area you were in at the start of the game. Slide down the pipe and head towards the core (like you did before). Cloud will mess around with the machinery and have a flashback. After he finishes, go back up to the elevator. It will take you to a new floor. Pick up the item, then walk northwest over to the control panels. To open the locked door, you and your other team members have to hit the control panel at the same time. After the door opens, walk through and save your game. Head northwest onto the "T" bridge, where you will meet some of the Shinra employees and have to fight the machine minibosses.

The Slums of Area 5

After the minibosses knocks you off the bridge, you will awaken inside a church. Aeris is also here; talk with her. Some Shinra guards will eventually confront you. You can either fight them or use the barrels to knock them down. (Use the barrel in the back-right corner for the second guard and the one in the front-right corner for the last guard.) After the escape, head west, north, and then northeast to Aeris's house, where you should spend the night. When you awaken, be sure to pick up the item in the room. Next, sneak out of the house so Aeris doesn't hear you. After you exit the house, pick up the item and the Materia located in the garden. Save your game.

Aeris will meet you at the entrance to the next section of the town, which is located to the west (Area 6). Look for an opening in the wall. Follow Aeris, and move upward to the playground area. After she leaves, head east and then north to find another town. Talk with all the characters, explore the various shops, and purchase any items you might need. Purchase some equipment for Tifa as well; you'll need it later. Head towards the bar,

▲ **Take a little break and talk with Aeris in this cute little playground. You'll learn a thing or two. You may even see a Chocobo, if you're lucky.**

which is located in the southeast corner of the town. You will find out that Tifa is being held captive in the mansion at the northern part of the slums. By talking to the guard, you will find out that only females are allowed into the mansion.

Gaining Access to the Mansion

To get into the mansion, Cloud will have to convince the guard that he is a girl. You need to accomplish a few tasks before this will work. First, go to the clothing shop and talk with the clerk about his father. Find the father

▲ This is the first major town you'll encounter. Visiting the clothing store should be the first thing on the agenda, but don't forget to save your game.

in the northern restaurant, and let Aeris explain the situation to him (he is the one sitting by himself). Return to the clothing store and you can get the dress. You still need a wig, however. Head up to the gym and talk with the female character. You will get the wig if you can beat her brother in the competition. Now you have all the necessary items to change into your disguise, so return to the clothing store.

Head back to the mansion and you will be allowed to enter. Go upstairs and through the left-most door. Head down to the dungeon, where Tifa is located. Pick up the item in the northwest corner. Head back upstairs and go through the middle door. Talk with the mohawked man; you will eventually be taken to another room. Pick up the item located near the bed, and be prepared to fight the other characters in the room. Talk with the man near the television to reveal your true identity. Aeris is now in the dungeon, so go get her and then return to the middle room. Head up to the master bedroom and watch the event. You will eventually fall through a trapdoor and wind up underground. A sequence will follow.

The Underground Sewers and Train Yard

After awakening in the sewers, you will have to fight another miniboss. Once you defeat the monster, get the item located up the stairs and then climb up the ladder. Make your way to the old train yard, and be sure to pick up all the items you come across—especially the Materia orb. More items and a save point are also scattered around the various trains. To get through, you will have to move some of the trains out of the way. (The trains you can move look different from the rest.) When you get to the front of the yard, head west two screens and watch the event that takes place. Talk with the man on the left if you need any last-minute supplies, then be sure to save your game.

The Tower Battle

Make your way up the tower to join Barret in the battle. You will have to fight the character on the helicopter, but he will eventually run away. Unfortunately, he takes Aeris with him. Watch the destruction of the city section. You'll eventually end up at the playground—go north to get a Materia orb, then make your way back to the town by heading east.

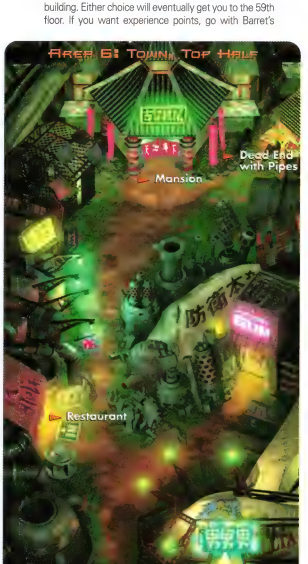
You can do a few things in this town now that were not available to you earlier:

- Go back to the middle room in the mansion and look behind the bed. You will find another item.
- If you go back down to the dungeon area, you will have the choice of freeing one of the characters.
- You can purchase Materia orbs at the pottery shop. Previously, the man was sleeping and would not help you.
- If you go to the weapons shop, you can purchase batteries, which you will need later in the game.

Pick up any supplies or orbs you might need. Go back to the playground and walk south. Head back to Aeris's house and spend the night. Return to the slum town, and proceed to the northern part near the gym. Notice the children; follow them to the pipe area. Talk with the girl who is sitting on the back pipe. Climb the pipe until you reach the battery outlet and insert the battery you purchased earlier. This will activate the propeller, enabling you to pass. Continue to climb the various pipes. You will have to go through some challenges, such as the swinging wire. Continue climbing and you will end up at the front entrance to the Shinra Corp. building. There is a save point here, as well.

Shinra Corp. Building

Both Tifa and Barret will suggest ways to enter the building. Either choice will eventually get you to the 59th floor. If you want experience points, go with Barret's plan; otherwise, go with Tifa's. If you go with Barret's plan, you will have to fight your way to the elevators located at the back of the first level. You will also have



▲ You'll eventually need to make your way into the mansion, but that's going to take a little bit of work. After you're finished, go to the dead end to continue on .

▲ **Fight your way up the stairs and make your way to the back elevators. They'll take you up to the 59th floor, where the fun begins.**

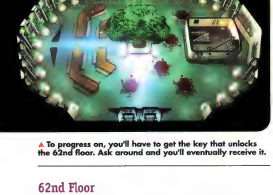
to fight several battles on your way up, so be ready. After arriving on the 59th floor, you will have to head south to get on the other elevators. These will take you to the 60th floor, and the first of the challenges.

60th Floor

The object here is to get your team past the moving guards. If they see you, you will have to fight them—then you must start the challenge all over again. (The guards on the right side of the floor move faster than those on the left, so be careful.) After you sneak past them you should take the stairway up to the 61st floor.

61st Floor

There isn't much happening on this level. One of the characters walking around has the key to the next floor, so be sure and talk to everyone. After you get the key, head up the stairs.



▲ **To progress on, you'll have to get the key that unlocks the 62nd floor. Ask around and you'll eventually receive it.**

62nd Floor

Head west and talk to the two characters. They will give you the key to the 65th floor if you can guess the secret password. To figure it out, you must either go through the various libraries on this level or simply purchase a key from the man dressed in white. If you manage to guess the password on the first try, you will be awarded with a Materia orb. Go back to the stairwell and proceed to the next floor.

63rd Floor

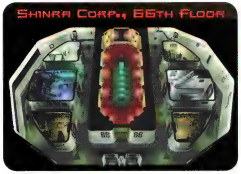
This level is purely optional, but if you finish it correctly you will be awarded with another Materia orb. The object is to figure out the easiest way to get to the items in the various rooms by only opening three doors. If you get the right item, you can exchange it for the orb. Return to the stairwell, then head up to the 64th floor.

64th Floor

There are no puzzles to be solved on this floor. Head to the room on your left to restore your health and then save your game. Continue on to the next floor.

65th Floor

You will notice a structure in the middle of this level that has a bunch of sections missing. You need to find the missing sections; the various treasure chests laying around here contain them. Basically, one of the chests is unlocked. Once you find that chest, you need to take the piece from inside and attach it to the structure. After doing so, another chest will unlock. Continue to replace the missing pieces—you will eventually find the key to unlock the 66th floor.



▲ **Head to the the bathroom at the top-left part of this level and climb on top of the middle toilet.**

66th Floor

Talk with the various characters on this level. Go to the bathroom located in the northwestern corner. Climb onto the toilet, then into the air vent system. If you climb through the vent, you can watch the Shinra board meeting. After you exit the vent, you will see one of the board members (a scientist) leave and take the stairs to the next floor. Follow him.

67th Floor

Talk to the various characters on this level, and continue to follow the scientist. Head north, then east to reach the save point and a treasure chest. Head north once again and ride the elevator up to the laboratory. You will find Aeris enclosed in a glass casing, and you will have to free her. This is also the first appearance of Red XIII, who will join your party. A battle with a miniboss ensues. After you defeat it, you'll need to head to the elevators on the 66th floor. Be sure to pick up the items located in the eastern hallway and on the upper platform.

You will eventually be captured and put into jail. Talk with your party members, then go to sleep. When you awaken, you'll find that your cell door is unlocked and the guards are dead. You need to go back to the laboratory on the 67th floor by taking the elevator. From there, head to the eastern hallway and take the stairs up to the 69th floor.

69th Floor and Main Office

Head left, and go through the middle door to the save point. Be sure to save your game here! Go up either of the two purple stairways to the President's office. You will find the President dead. Head north through the door, and talk to the man standing outside. Cloud will now break away from the rest of your party.

▲ **As soon as you get to this level, save your game and head upstairs. Soon you'll have to fight some major battles against some minibosses.**

You will be controlling Aeris after the sequence. Go through the bottom door to find the elevators. Once you activate an elevator, you will be attacked by a machine miniboss. After killing that miniboss, you will have to fight a flying machine. (Note that since these bosses are on another elevator, only distance attacks will work against them. Most of your characters will have to rely on spells. If possible, arm Red XIII and Aeris with spell Materia orbs.) After you defeat the two minibosses, you will regain control of Cloud. Now you must fight the man dressed in white. (Focus your attacks on the panther first. If you defeat it, the boss character will be much easier to fight.) He will eventually run away.

Go back inside, then head down the stairs, where Tifa is. After saving your game, talk to Tifa. The first arcade sequence kicks in here. The object is to protect your friends in the truck until the freeway ends. Every hit by the motorcyclists will take off damage, so be careful. You will have to fight another boss at the end of this sequence. (Lightning attacks are very effective against this boss.)

The Outside World and First Town

After defeating the last boss, you will find yourself outside the main gate of Midgar. Choose your party members, then head south. Proceed northeast until you get to the town near the river. Follow your party into the hotel and go upstairs. Cloud will then go through a series of flashbacks about Sephiroth. The only flashback that may be a little bit difficult is the one that takes place

(*Continued on page 73* ►)

materia orbs

In *Final Fantasy III*, characters could find various "relics" that bestowed extra abilities upon them. With *Final Fantasy VII*, Square has built upon the existing system. However, instead of relics, you must find special Materia orbs. When equipped and used, these orbs gain experience and become more powerful.

MATERIA ORB TYPES

There are basically five different classes of orbs you can find. Each is a different color and has different abilities. Here is the general breakdown:

This is the option screen you will use to equip your various Materia orbs. Notice the orb holders at the top of the screen; they control the maximum number of orbs that you can equip at a time.

Class: Command Materia

Color: Yellow
Abilities:
- Steal opponent's items
- See opponent's vital stats such as HP and MP
- Learn opponent's attacks
- Attack twice within one turn

Summary: Command Materia are probably the weakest orbs you will come across, but they do provide some skills your party will find useful.

Class: Spell Casting Materia

Color: Green
Abilities:
- Heal party members
- Increase or decrease a character's speed
- Confuse your opponent
- Cast elemental spells such as fire, lightning, and quake

Summary: Spell Materia are probably the most-used orbs in *Final Fantasy VII*. A good strategy is to find out an opponent's weakness (using a Command Materia) then use the appropriate spell against it. When equipped, these orbs will lower some of your character's stats such as HP and MP. Don't worry, as the stats will return to normal once the orbs are unequipped.

Class: Independent Materia

Color: Purple
Abilities:
- Increase character stats such as HP and MP

Summary: You should always keep Independent orbs armed. They raise your characters maximum stat levels, which in turn allows your character to have higher HPs or MPs.

Class: Support Materia

Color: Blue
Abilities:
- Attack multiple opponents
- Counterattack
- Increase attached orb status

Summary: Support orbs are very useful as well. However, they only work when combined with other Materia type orbs. They will not work if equipped by themselves. Different combinations of orbs will result in different abilities.

Class: Summoning Materia

Color: Red
Abilities:
- Summon other creatures that will attack enemies for you

Summary: Summoning orbs are easily the most damaging type of Materia available. When equipped, they enable the character to call forth other creatures and characters. The really nice thing about this orb is you can use it to attack multiple opponents.

MATERIA ORB EXPERIENCE

When you look at an orb's stats, you will notice that each one has a set of stars. These are representative of the levels that an orb can gain. Different types of orbs will have different number of stars. When first equipped, orbs will have a level of one. As an orb gains experience, it becomes more powerful and can be used more often in battle. Each time your party wins a battle, the members will gain ability points (AP). It is these APs that cause an orb to gain levels. (Note: While you may have numerous orbs, only those that are equipped can gain levels.)

When an orb reaches its max level it will create a duplicate of itself, which you can give to another character. That orb will only have a level of one, though. Be sure that none of your characters are equipped with two of the same orb, as only one will gain experience. The other won't really do anything.

EQUIPPING MATERIA ORBS

Certain pieces of equipment, such as weapons and bracelets, have little holders connected to them. Each holder can be used for housing Materia orbs. There are two different types of holders:

- Single Holders (S). These were designed to hold any sort of orb that has the Support Materia. Since they will only work when attached to another orb, this kind of holder is useless for them.
- Double Holders (D=0). These are companion holders. They are also designed so that a Support Materia can be equipped with another orb. If you don't have any Support Materia, then you can use this holder simply to equip two regular orbs.

IMPORTANT STRATEGIES

Here are a few useful strategies you should always keep in mind when equipping orbs:

- Pay attention to the stats that your orbs affect. Some orbs will affect your character's HP, while others will affect your character's MP. For example, your Aeris relies a lot on spells, it may be best to equip her with a MP raising Independent Materia.
- Try to balance out the different type of orbs. You don't want one character having all the Summoning Materia and another one having all the Cure Materia.

The main purpose of the Materia orbs is to cast spells. Use the summoning orbs often, as they will enable you to easily defeat multiple enemies. It is also a good idea to give each of your characters at least one defensive and one offensive orb each.

- As for finding orbs, they are hidden throughout the world. Some of them are obvious and very easy to find, whereas others will take some detective work to locate. Explore all locations well, and talk to everyone you come across. Many characters will give you Materia orbs just to get rid of them. As an added bonus, we've compiled some hints to help you find it. Check out our Breeding Chocobos tip sleeve to get the full details.

▲ **Quite a number of useful items can be found in this town, so be sure to check in every building. I just hope the residents don't mind.**

in the mansion. You need to go up the stairs and head to the right. Head down, right, and then up to the curved part of the wall. Pressing on this part of the wall reveals a secret door. Follow the stairway down to the library, where you will find Sephiroth. After a sequence, Cloud will awaken on a bed inside the mansion. Go back down to the library and watch another sequence. Follow Sephiroth out of the mansion and see the damage he has caused.

After all the flashbacks conclude, you will return to the normal gameplay. Talk to Barret downstairs; he will give you the PHS device that lets you switch party members at certain parts of the game, such as save points. Explore the town, and pick up any supplies you may need. Items are scattered around the various houses, so be sure to check everywhere. After you're finished in this town, travel southeast to the Chocobo farm.

Chocobo Farm

Talk to the Chocobo nearest to the fence. It will do a dance and then give you the Chocobo summoning Materia. Go to the barn and talk with the first character. He will explain how to get Chocobos, and he will eventually sell you a Chocobo-attracting orb for 2000 gils. Leave the farm area and go over to any spot where you see Chocobo prints. Walk around the area until you get attacked; there should be an enemy and a Chocobo you have to fight. Don't attack the Chocobo! After the battle ends, you will be able to ride the Chocobo.

Now you will need to head southwest to the cave entrance. A large snake guards this cave, but by catching the Chocobo you can easily outrun him. For those seeking a challenge, simply let the snake's shadow catch up to you and fight it. However, be warned that it may be too powerful for your party right now. After reaching the cave, dismount from your Chocobo and enter the opening.

Inside the Cave

Head east, then north to find a treasure chest and an item. Climb the brown vine to your left to find a Materia orb. Return to the entrance, then head down to find another chest. Go back up, then walk west. You will encounter some Shinra bounty hunters, but they will not fight you. After talking with them, head north to find another item and chest. Head back south and climb the vine up to the cave exit. Go southwest to the bird statue. Talk to the man you encounter here, and head forward to the rope.

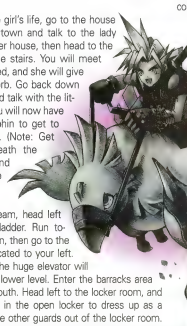
The Rock Town

Climb up the rope and you will enter a town built into the rock face. Climb the ladder to get to the main floor. Be sure to talk to everyone in the town. You will find a save point here, as well as two shops. Climb up the back ladder and walk up the stairs to the lookout room. Talk with the man there. After you are finished, use the rope to head back down the rock-face. Now head northwest to the Cannon town.

Cannon Town

Talk to everyone in the town, then take the stairs down to the beach. You will see a young girl playing with a dolphin. A miniboss will appear out of the sky that you have to fight. After defeating the boss, you must revive the girl. This is the second arcade sequence in the game—the object is to get as much air as you can into the girl using CPR.

After saving the girl's life, go to the house at the front of town and talk to the lady there. Rest at her house, then head to the house above the stairs. You will meet the girl you saved, and she will give you a Materia orb. Go back down to the beach and talk with the little girl again. You will now have to use the dolphin to get to the naval base. (Note: Get almost underneath the main beam and then blow the whistle.)



Once on the beam, head left and climb the ladder. Run towards the screen, then go to the control panel located to your left. Activate it and the huge elevator will take you to the lower level. Enter the barracks area located to the south. Head left to the locker room, and use the clothes in the open locker to dress up as a guard. Follow the other guards out of the locker room. Save your game. Take the left exit, and watch the FMV segment. You will now have to join the parade and mimic the other guards' actions. The better you do, the better award (item) you receive. Watch the next sequences carefully, as you will have to mimic the guards' movements again later. You can pick up items and orbs from the various stores along the way. Check in every building because a lot of items are laying around, as well as a save point. Continue west through the tunnel, then follow the road to the other tunnel. You will now be asked to do various marching drills. If you do well, you will also be awarded with an item. Talk with Red VIII, then board the boat leaving for Cannon town.

Aboard the Cannon Town Boat

Pick up the Materia orb and the item in the chest. Talk with all the characters in the hold, then head upstairs. Talk with everyone there; you will notice that your party members are carefully hidden throughout the crew. A save point is located at the front of the ship, but it's blocked by a guard. To make it accessible, go back down to the hold, then proceed back to the front of the ship. The soldier blocking your way earlier will be gone. Talk to Barret, who is spying on the main cabin. After the alarm sounds, go back to the hold. Enter the door at the bottom of the stairs. Climb up the ladder to your left, and get the item in the chest. Sephiroth will appear, and you will have to fight one of his monsters. After defeating the monster, you will be awarded with a summoning Materia orb. The boat will then dock at another seaport.

Costa del Sol

Talk with everyone at the port before heading upstairs to the town. Go through the first door, then head down the stairs located in the northeast corner. You'll find two items and a chest here. Once you are done exploring, leave the town by going under the bridge. Travel northwest and follow the trail through the mountains. Enter the cave at the end of the trail. Head north and talk to the man sitting down. Continue to head north until you reach the Makoro furnace. Head south to the railroad tracks and follow them until you reach the save point.

This is where things get interesting. In the tracks ahead, three places will make you fail. As you're falling, you can control your direction. If you maneuver yourself correctly, you can gather item bags as you climb back up. At the first fall (upper track), it doesn't matter if you fall to the left or right because item bags are found on both sides. Head to the top and get the item out of the chest as well. At the second fall (lower track), you'll want to fall to the extreme left. At the third fall (upper track), it doesn't matter which direction you drop. Be sure to pick up both items here.

Follow the lower track and meet up with your friends. Head back up to follow the upper track. Go past the bridge and lower the drawbridge by going into the little cabin. (You can get an extra item here by climbing up the side of the mountain and fighting the parent bird.) Return to the lower train track and meet up with your party across the bridge. Head to the cave at the bottom for a couple of items and a chest. Continue following the upper bottom track, and cross the big rope bridge.

The Gold Saucer

You will reach a mining town. More information about Barret will be revealed. If he is not a member of your current party, then he will be at the town already. Buy any items you may need from the local merchants. If you need rest, head to the hotel at the top of the dirt hill. After you are done, head west and ride the cable car up to the Gold Saucer. A save point is located here, but it only works with gold pieces (GPs), not Gils. You will have to win GPs if you want to save. There is not much to do here except play games and bet on Chocobos, so head to Wonder Square. You will meet Cait Sith, and he will join your party. Go to the Battle Square and you will come across a dead Shinra guard. Eventually, you will be captured and dropped to the ground below.

Head through the fence to the next area, and go to the house at the southeast corner. Barret will be here. There

the world of final fantasy VII

▲ This map contains all the major locations you'll need to visit on the first disc. Have fun exploring!

▲ Travel across this deserted Makoro furnace. There is nothing really to do here, so go ahead and proceed to the train tracks.

will be another flashback sequence. Choose your party, then head back to the fenced area. Head north and go through the opening in the fence, then head east through the other opening. You will reach a junk yard. Go east again, then north. Barret will now have to fight his friend from the flashback.

After the battle you'll wind up at the trailer and become a Chocobo racer. The little girl will explain how the races work. Pick up the summoning Materia located at the northeastern corner of the table. When you are ready to race, just talk to the girl. (Note that while it may be fun to control the Chocobo yourself, it is often easier just to leave it in automatic mode until you win.) After you win the race, you will be awarded with a vehicle.

▲ You'll encounter this area after the train tracks. You'll need to lower the bridge by activating the controls in the little cabin.

Gongaga Area

With your party's new buggy, traveling becomes a lot more easier. Cross the river and head towards the Gongaga sector. You will soon come upon a desolate Makoro site. Here your party will run into Scarlet, the female Shinra member. After she leaves, pick up the Materia she left behind—it is the Materia that summons the Titan.

Now go to the nearby village and talk to everyone there. It appears Tifa knows something you don't. With this now on your conscious, it is time to pack up and head towards Cosmo Canyon.

Cosmo Canyon

After exploring the town for a bit, you will learn that Red XIII is the last of his species. Head inside and rest. Soon, you will meet Red's mentor, and he will disclose a startling revelation. Your party will then have a big discus-

RAYSTORM

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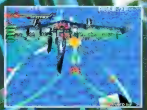
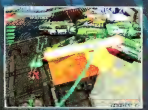
CONTEST DETAILS INSIDE PACKAGE

Eye-Popping Hyper-3D!
Two Player Simultaneous Action!
Arcade Perfect!

PlayStation

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB





SPAZ
Twitch Games Nothing Else!

WORKING DESIGNS

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sion over the campfire. Choose your party members and be prepared to enter the cave.

Cosmo Canyon: the Cave

As you journey through the caves, make sure you don't miss any treasure chests. This is the only time you'll ever be down here, so take advantage of the situation. Be careful of the slippery floor located to the west. If you're not careful, you'll hit the spikes sticking out the wall. Head up and left to reach the next area. You'll see five different paths that you can take, but the only ones you want to go through are the second and fourth passages. These are the paths that lead to actual treasure chests. The other three lead nowhere productive. Note: As you walk through each spider web, be prepared to fight the spider it belongs to. At the end the of cave lurks a miniboss that basically looks like a big face. Once you defeat this miniboss, you'll get another Materia orb. After following the old man back to the surface, you'll need to choose your party's members again.

Take your party past Cosmo Canyon, the mountain range, and across the river. You're now headed towards dark territory: Niburuhelm.

Niburuhelm and the Mansion

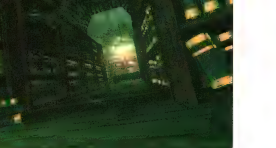
This is the same town that showed up in Cloud's Sephiroth flashback. Upon entering it, Cloud will have a brief conversation with the party. You'll notice a lot of strange-looking characters walking around the city, so be sure and talk to all of them. After you have finished exploring the town, head for the dark and foreboding mansion located to the North.

Search the mansion throughout until you reach the safe located on the left side of the upper floor. You have 20 seconds to open the safe, so make sure you do it correctly. Here is the combination: right 36; left 10; right 59, right 97.

After successfully opening the safe, you will confront a miniboss. Beat him and take the key (this unlocks the door in the basement) and Materia orb. A hidden passage on the right side of the upper floor leads to the basement. Go through it and climb down the spiral staircase. You'll enter a tunnel with a locked door. (Use the key that you got from the safe to open it.) Within the room of coffins lays Vincent Valentine, a vampire. If you search the center coffin you'll awaken him. Talk to him, and he'll ask you a question about Sephiroth. Tell him about your Sephiroth quest; he'll go back to sleep. Talk to him again, and ask him about his situation. He'll tell you what has happened to him (sort of), then he'll tell you to leave. As you head back out the door to the tunnel, Vincent will pop out of his coffin and join your party.

Follow the tunnel to the library room. Sephiroth is here! He'll tell you to pursue him to the Niburuhelm Mountain Range. Get the Materia he tosses at you and exit the mansion. Near the mansion, at the edge of town, is another exit. This will take you to the mountain range.

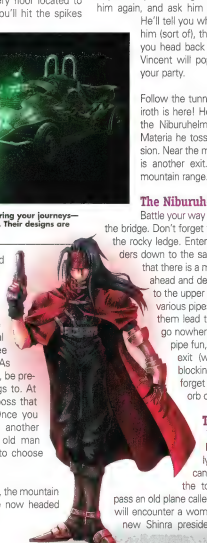
▲ **You will use a variety of vehicles during your journeys—ranging from motorcycles to airplanes. Their designs are unique, to say the least.**



▲ **This is the mansion library where you'll encounter the dreaded Sephiroth. He's desperately searching for the truth about his past, but he won't like what he finds. Eventually, he'll challenge you to pursue him. Be sure to pick up the orb he leaves behind, then follow him to the mountains.**

The Niburuhelm Mountain Range

Battle your way through the range, and cross the bridge. Don't forget to pick up the item laying on the rocky ledge. Enter the cave and climb the ladders down to the save point below. You'll notice that there is a miniboss blocking the exit. Go ahead and defeat him, then head back up to the upper level. Try sliding down all the various pipes—you will find that some of them lead to useful items, while others go nowhere special. After having some pipe fun, proceed towards the cavern exit (which the boss was earlier blocking) and Rocket Town. Don't forget to pick up the purple Materia orb on your way out.

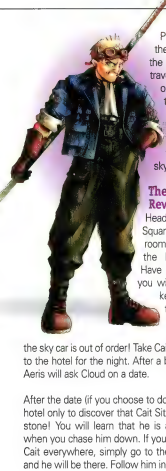


The Rocket Town

This is the town where Cid Highwind lives. He is currently working on the rocket you can see in background. Explore the town. Along the way, you'll pass an old plane called the Tiny Bronco. Soon, you will encounter a woman. She'll warn you that the new Shinra president will be arriving in town soon. Head towards the rocket and you'll meet Cid. Talk to him, then head back towards his house. Talk to the woman again and leave the house. A fat man is here; he has come to borrow Cid's plane (he's looking for Sephiroth). Go out the back door and you'll have to fight one of the Shinra employees. After this sequence of events, Cid will join your party. Now you have a broken airplane that can venture on shallow water. Too bad it can't fly!

The Blacksmith's House

Head back to the eastern part of the middle continent. Near the area of the Golden Saucer is a tiny house that belongs to the Blacksmith. Here you'll find out about the keystone, a special item that can unlock the secrets of the Ancient Ruins. The Blacksmith will tell you that he just sold the item to the manager of the Golden Saucer.



Pilot your airplane to the closest area near the Golden Saucer and travel over to the Chocobo tracks located to the east. Since you can't directly get to the Golden Saucer, go back up to Corel town and ride the sky car.

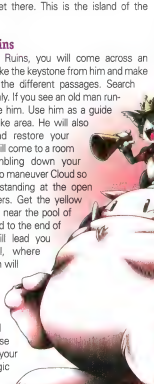
The Golden Saucer Revisited

Head towards the Battle Square and into the display room. Here you will find the keystone and Dio. Have Cloud fight Dio and you will get to borrow the keystone. Following this, have your party leave the Golden Saucer. But wait, the sky car is out of order! Take Cait Sith's advice and go to the hotel for the night. After a brief talk at the hotel, Aeris will ask Cloud on a date.

After the date (if you choose to do it), you return to the hotel only to discover that Cait Sith has stolen the keystone! You will learn that he is a spy for the Shinra when you chase him down. If you don't want to follow Cait everywhere, simply go to the Chocobo race area and he will be there. Follow him in and then chase after him. Eventually you'll end back up at the Haunted House. Get the item located in the Iron Maiden and proceed to meet your friends downstairs. After a brief rundown, it will be time to set forth on the adventure again (the sky car is now working). Choose your party and head back towards your plane. Bring up your world map, and you'll notice an island located directly east of Cannon town. You'll have to go around the entire eastern continent to get there. This is the island of the Ancient Ruins.

The Ancient Ruins

Upon entering the Ruins, you will come across an injured character. Take the keystone from him and make your way through the different passages. Search everything thoroughly. If you see an old man running around, pursue him. Use him as a guide through the maze-like area. He will also sell you items and restore your health. Soon, you will come to a room with boulders rumbling down your path. You will have to maneuver Cloud so that he is always standing at the open parts of the boulders. Get the yellow Materia orb located near the pool of water and then head to the end of the path. Aeris will lead you back to the pool, where images of Sephiroth will appear. After this sequence ends, head back to the end of the path and the old man will be there waiting. Use him to restore all your health and magic points, then save the game. Proceed down the stairs to the clock room.



This is a rather interesting puzzle. You will have to use the clock arms to navigate your way to the different paths. Some hide treasure chests that your party can use, while others lead basically nowhere. Just be sure to follow the instructions and you should not have any problems. When you get a chance, stand on one of the arms and let the second hand knock you off. You'll fall to the ground below, where a treasure chest and two minibosses await. Get the chest and head back to the clock area. In the end, make sure your party makes it across to the "VI." Catch the old man here and a door will open. You simply have to remember where each tunnel goes, and then choose the one that the old man will exit through. When you catch him, the locked door will open. Be sure to save your game before you proceed. Next comes another encounter with the dreaded Sephiroth!

After revealing his true motives to you, Sephiroth will have you battle a dragon miniboss. Once you defeat the dragon, take the Black Materia and get out of there. Another miniboss awaits you on the way out, so be prepared. After this big event is over, you'll find that the Black Materia is gone, and once again, so is Aeris and Sephiroth. Your party now finds itself back in the Gongaga area. After a brief chat, it's time to regain your composure and head towards the northern continent and Bone Village....

Bone Village

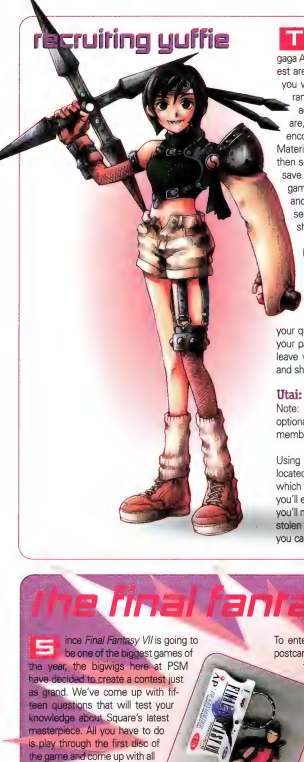
Upon arriving at the Bone Village, your party will learn that the Luna Harp is needed to pass through the sleeping forest. Talk to the miner's leader and request a search for the Luna Harp. Choose the spots where explosives should be placed. While you sleep at night, one miner will search through the rubble. In the morning, you will either have the Luna Harp or you won't. You might have to repeat the search a few times until you do get it. After getting the Harp, go through the forest (there will be a piece of floating Materia here for you to grab) and make your way to the Shell Village.

Shell Village

You can take three paths at this village. If you take the left path at the crossroads, you will come across a stone house. You can save your game here. Be sure to check out the treasure chest, then head east. Go down the stairs and you will find another chest. Go back to the crossroads. Follow the right path this time and you'll find another house. You will find a Materia orb on the roof. When you finish exploring, go inside and rest. After Cloud realizes that Sephiroth and Aeris are close by, leave the house. Navigate your party down the central path until you see a new path. Take the path and prepare for a descent. You will find Aeris and Sephiroth below. Save your game here. Now, prepare yourself for an emotional event and a battle with a major boss!

That concludes the walkthrough for the first disc. If you managed to get to this point under 27 hours, then you should be proud of yourself. Next month, we'll conclude our *FF7* coverage with walkthroughs of disc two and three. Be sure to check it out.

recruiting yuffie



To recruit Yuffie into your party, you must first find her. Cross the river between the Gongaga Area and Cosmo Canyon. You will see a dense forest area that you'll need to search through. Eventually you will end up battling Yuffie. Running into her is a random event, so it may take a while before you actually fight her. The higher your luck statistics are, the more likely you will find her. When you do encounter her, defeat her. (If you use your summoning Materia orbs, then she is really easy to beat.) You will then see her laying on the ground and nearby will be a save point. Don't use it—it is a decoy. If you save the game, Yuffie will run away and you'll be forced to try and catch her all over again. Instead, answer her series of questions. If you answer them correctly she will join your party.

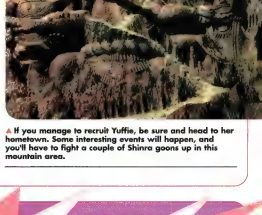
First, she will ask you for a rematch. Ignore her. Second, she will say that you're afraid of her superior strength. Agree with her. Third, she will give you one more chance before she really leaves. Tell her to wait. Fourth, she talks about how you need her and her superior strength for your quest. Say yes, you need her. Finally, she will join your party. You can either ask her for her name or just leave without asking. Leave without asking her name and she will follow you. Yuffie will then join your party.

Utai: Yuffie's Hometown

Note: The events that occur in this town are purely optional, and they will only happen if Yuffie becomes a member of your party.

Using the airplane, plot a course towards the island located to the far west. It contains the town of Utai, which is Yuffie's hometown. As you head towards Utai, you'll encounter Shinra guards. After winning the battle, you'll notice that all of your Materia is missing. Yuffie has stolen it! Head into town and explore every building until you catch her. She'll then lead you into a little trap. Get out of it (by reactivating the levers), then head towards the item shop. Ring the gong and take the secret passage. You will once again come face to face with the mohawked man from Area 6, as he tries to run off with Yuffie. You'll fight some Shinra guards; after that head back outside. Talk to the two Shinra guys and they will make a temporary truce with your party until both captives can be freed. Head back into town and proceed north towards the statue-carved mountains. You'll find the mohawked man here, along with Yuffie . Prepare for a showdown with his new miniboss. Upon killing the miniboss, Yuffie will return your party's Materia and rejoin your team. Be sure to pick up the item located in the cave.

Head back to village. You will notice the tall tower located to the northwest. If you fight your way up it, you can win a summoning Materia orb. I would not suggest doing this, however, until Yuffie is pretty powerful.



▲ **If you manage to recruit Yuffie, be sure and head to her hometown. Some interesting events will happen, and you'll have to fight a couple of Shinra goons up in this mountain area.**

the final fantasy VII mega contest

Since *Final Fantasy VII* is going to be one of the biggest games of the year, the bigwigs here at PSM have decided to create a contest just as grand. We've come up with fifteen questions that will test your knowledge about Square's latest masterpiece. All you have to do is play through the first disc of the game and come up with all the correct answers.

Win cool prizes, like:

- *action figures*
- *t-shirts*
- *duffel bags*
- *key chains*
- *posters*

To enter the contest, write down your answers on a postcard. Don't forget to answer our Tie-Breaker question, which will be used in case of a tie. Slap on a stamp and fling your postcards to:

PSM Final Fantasy Contest
c/o Imagine Publishing
150 North Hill Drive
Brisbane, CA 94005

All entries must be received by October 10, 1997. Winners will be notified either by mail or courier pigeon, so get cracking on that first disc!

1. Cloud Strife is an ex-soldier for what huge corporation?
2. Name Cloud's evil arch enemy.
3. True or False: A Chocobo is a large fish that carries Cloud across the ocean.
4. What is the name of Aeris's home town?
5. At the end of the first disc, a certain character meets its demise. What is the character's name?
6. True or False: Barret lost his hand in a helicopter accident.
7. What character does Cloud eventually go out on a date with?
8. What is the name of the rebel group that Cloud eventually ends up joining?
9. How many blocks of memory does *FFVII* require to save a game?
10. Has Cloud Strife appeared in any other *Final Fantasy* game? If so, which one?
11. What is the name of the musical instrument that must be found on the northern continent?
12. What is the item "Phoenix Down" used for?
13. What is the name of the continent where Yuffie's home town is located?
14. What is the name of the man responsible for all the character designs in *Final Fantasy VII*?
15. How many coffins are there in the room where you find Vincent Valentine?

Tie Breaker: Aeris and Tifa seem to both be vying for Cloud's affections. Who do you think best deserves Cloud, and why?

Good Luck!!!

Mortal Kombat Mythologies: Sub-Zero. Arriving October nineteen ninety-seven.

Soon you'll meet the root of our evil.

MIDWAY

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Ace Combat 2: the skills to make you an ace

Namco has done it again with the incredible flying game *Ace Combat 2*. A flight sim fan's dream come true, this game resets the standards. It's so deep, after playing through *Ace Combat 2* once, you will realize you have only just begun to scratch the surface. The multitude of secrets and the depth of gameplay will keep you flying the unfriendly skies for months. Following is a basic flight school in which we provide you with the skills it takes to become an *Ace Combat 2* legend. Study, practice hard, and get out your old Kenny Loggins tape—you're on the highway to the danger zone!

The Finer Points of Control

The only real way to play *AC2* is with the Expert control configuration. If you use the Novice setting, you'll only be cheating yourself. Plus, the following strategies and maneuvers will be useless. You need the complete freedom of movement only offered in the Expert configuration to perform advanced aerial maneuvers.

The first thing you need to get a handle on (literally) is the throttle. You can't just fly around at top speeds and expect to get a lock on something—nor can you just fly around at the default speed and stay alive. The sign of a master is knowing when and where to reduce and gain your speed. Stalling will give you the most trouble at first. Each plane you will fly has a different stall-out speed. If you aren't paying attention and you reach or go below this speed, your aircraft will lose power and drop out of the sky. You can also stall when trying to fly straight up. The only way to maintain vertical flight is to go full throttle all the way. High altitude flight will also stall your aircraft because of the thinner air. Again, full throttle is the only way to stay in the air.

You will need to practice matching a bogey's speed when in pursuit. The enemy AI is very good and will often apply its airbreaks to make you overshoot. To avoid this, focus on your throttle and react instantly to the bogey's speed. A good strategy is to close to within 1000 feet, then carefully diminish the gap in gradual steps. Be ready to hit the airbreaks or reduce speed at any time, as things can change quickly at high speeds.

The biggest difference between the Novice and Expert control configurations is the addition of the yaw and roll controls in the expert setting. Pressing left and right rolls your aircraft, which enables all kinds of acrobatic moves not available in the Novice configuration. Roll sideways, then press up or down to execute a turn. Also, when flying sideways you will slowly lose altitude until you right yourself. Use L1 and L2 to yaw left and right. Yaw will turn your aircraft slowly to the left or right while staying horizontal. When the roll and yaw are used together in aerial maneuvers, the results are precision death.

the secrets and extras

Music Player

After you finish the game once, you will notice a music player in the options menu. This lets you groove to all the music in the game. Press SELECT to bring up a pretty wave form of the music. Pressing SELECT again will fill the entire screen with the wave form.

Extra Aircraft

After playing through the game once, when you start a new game you will be given a new option called Extra. Under the extra option, the selection of planes you can buy will be different—half of the available planes will be new.

Free Play

Finish the game a second time and you will be given a new option called Free Play. In this mode, you can play any mission with any of the aircraft you have earned.

Extra Mission

If you do well throughout the game, at the end you will be given an extra mission called Fighter's Pride.

Aircraft Viewer

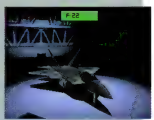
Once you finish the game a second time and get the XFA-27, a new mode is enabled that lets you view all your aircraft and the enemies' aircraft.

Hidden Targets

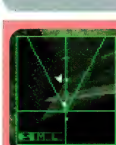
Some levels have hidden ground targets. They are off the beaten track, so you have to explore to find them.

Two Secret Aircraft

Two secret jets are eventually offered, one for each time you play through the game. They are the last you can earn, and to get them you must never crash. You earn the F-22 the first time you play. You earn the XFA-27 the second time you play, but only if you use one of the extra aircraft available after the first round.



using the radar



The radar located in the lower left corner of the screen is extremely useful—first for locating targets, and second for analyzing the angle of the enemy aircraft. The arrow representing the enemy aircraft points in the direction the plane is headed. Use this information to analyze your angle of attack and to gauge when to fire a missile. You may have a lock on the enemy craft, but if the arrow is pointing to the right or left you will want hold off on firing your missiles. Wait until you can get the arrow representing the craft to point straight up, flying away from you. A good pilot flies equally by radar and visual confirmation.

earned aircraft dynamics table

This table summarizes the various parameters for each aircraft. Weapon ranges differ depending on the plane you are using. The range for an aircraft's missiles are a direct representation of the aircraft's attacking power. The aircraft's weight directly correlates to how it pitches when it is shot. Light aircraft should be cautious at low altitudes.

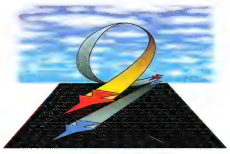
Name	Weight	Air-to-Air Shooting Range	Air-to-Ground Shooting Range
A-4	LIGHT	900	1,000
F-4	LIGHT	900	900
KF-C7	LIGHT	900	900
A-6	REGULAR	900	1,100
F-16	REGULAR	1,000	1,000
X-29	LIGHT	1,000	900
A-10	HEAVY	900	1,200
MIG-29	REGULAR	1,000	1,000
F-14	REGULAR	1,100	900
F-117A	REGULAR	1,000	1,100
RM-01	REGULAR	1,000	1,000

fundamental lesson in dogfighting

The control and dynamics of this game are the closest to the real thing seen on the PlayStation yet. Because of this, you can use real-life techniques to take out your foes. Basically, in a dogfight you want to get behind your opponent. However, the enemy is trying to do the same, so dog fights can last a long time. You only have a limited amount of fuel for each mission, so flying around in circles will just waste it, along with your missiles. You need some advanced skills to vanquish your targets with any kind of speed. Flying left and right will only go so far when acquiring a lock. Use the 3D space to get behind your enemy. This means you need to fly up and down using all the airspace to get where you want to go. Provided are several diagrams for obtaining position on your enemy, in both the defensive and offensive roles.

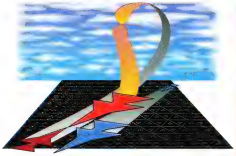
The Loop-dee-Loop

In the defender's role, when a bogey is on your six behind you, pull straight up and go into a 360° loop, being careful not to stall. When you come out of the loop, coming back to horizontal, look for the bogey in front of you.



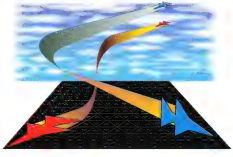
The Immelmann Roll

When you and the enemy are flying directly at each other, pull up to vertical just before you cross paths. Then pull back as if you were executing a loop, roll back to horizontal and get a lock. This maneuver will save distance over the horizontal plane.



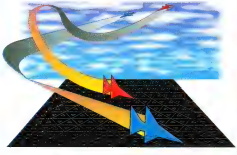
The Split-S

When in the defensive role, try this life-saving little manuever: invert and dive vertically, then pull out in the opposite direction, making the bogey overshoot you. Now circle back around and get on the offensive!



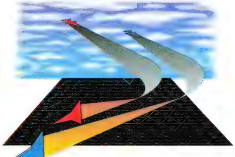
The High-G Yo-Yo

In the offensive role, if you are about to overshoot an air target, climb and hit the airbreak at the same time. This will drastically reduce your speed. Bank as you climb, then push the nose back to horizontal to gain the lock.



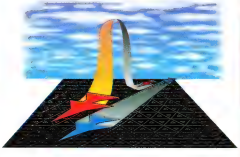
The Breaking Turn

In the offensive role, the bogey in front of you is turning left or right avoiding your missiles, you need to get a better angle on him by going into an even tighter turn. Do this by turning your wing to the ground and drastically reducing your speed as you turn.



The Cobra, Maverick Style

While in the defensive role and the bogey is very close behind you, hit your airbreaks and pull straight up simultaneously. Then immediately press your nose back to horizontal after the bogey has passed underneath you.



rank badge/ reward table

The rank badge points are representative of what you earn towards going up in rank. The reward is how much you earn to put towards new planes.

Name	Rank badge Reward	Points	Name	Rank badge Reward	Points
A-4	20	2,250	Mr-2000	30	4,000
F-4	20	2,500	FS-X	40	6,500
KF-C7	20	3,000	F-15E	50	8,000
A-6	20	3,000	F-20	30	4,500
F-16	30	4,500	XF-3	40	15,000
X-29	30	4,750	Su-37	50	10,000
A-10	40	5,500	AV-8B	30	4,000
MiG-29	40	5,500	YAK-141	30	4,500
F-14	40	6,000	F/A-18D	30	4,000
F-117A	40	6,500	ADF-01	100	20,000
F-MKI	40	6,750	AH-64	10	1,000
EF-2000	40	8,500	RAH-66	20	2,000
F/A-18E	40	7,500	Mil-24	15	2,000
Su-35	40	10,000	CH-47	10	1,000
YF-23A	50	10,500	B-1	40	10,000
F-22	50	11,000	B-2	40	15,000
MiG-21	20	2,000	B-52	40	12,000
SF-35	20	3,750	XB-70	60	15,000
Su-25	40	5,250	SR-71	60	7,000
TVD-F3	30	4,750	E-767	30	15,000
MiG-31	50	8,000	C-5	40	15,000
SF-39	40	7,500	C-17	30	10,000
F-15S	60	12,500	C-130	30	5,000
XFA-27	50	25,000	B-1B	100	25,000
SS-2B	20	2,500	Container	20	3,000
A-7	20	3,000	XB-10	100	25,000
SF-37	30	5,000	SLBM	200	50,000

ground targets

Because the on-board computer takes a moment or two to acquire a lock, approaching a target too fast can make you overshoot before you can get the lock. For this reason, you need to apply airbreaks before reaching a target. A good method is to come at the target upside down. At the last moment, point your nose at the target, fire off your missile, then right yourself and pull away.

Avoiding a Missile Attack from Behind

When a bogey is on your six, there are a few maneuvers you can do to avoid obliteration. The first is to increase speed and go into a sharp bank to the left or right. Continue to hold the turn until the missile has cleared, and you are out of danger. Against the same technique, you can try going into a steep climb with the throttle maxed out, but be careful not to stall. You can also try rolling quickly to the left and right to avoid a missile. Subtle steering changes will not work here; the key is to be abrupt with your actions.

Felony 11-79

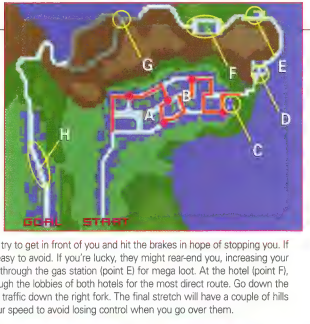
the getaway car driver's handbook

SCII Entertainment's new driving game puts you in the thug's seat by having you commit a crime, then skip town. You have a time limit, so anything goes in this sadistically satisfying game.

To pull off the perfect crime, you must plan ahead. You must be ready for anything. To help you avoid incarceration, we're providing a little driver's handbook packed with shortcuts, secrets, and strategy.

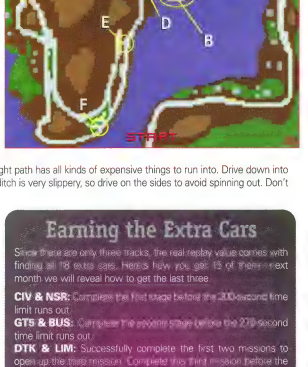
Your car can receive both damage and money from colliding with obstacles. Some vehicles are weaker than others, so you should keep an eye on your damage meter. Smashing any object will get you money, but some are worth more than others. Choose your targets carefully.

Map 1: Down Town



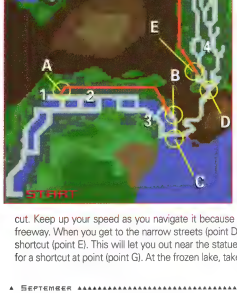
In the first mission, you collect five sticks of dynamite to blow up the gates to Michael's estate—the only way out of town. Use the map to plan the most direct route through China Town. You can crash through the indoor malls at points A and B to shave off some seconds. If you're driving the Vespa, you can go through the gaps in the road at point C and down a secret shortcut. When you get to Michael's estate (point D), go through the left-hand gate, aim for the exit gates to the right of the building, and avoid the swimming pool. The cops will be on your tail when you leave the estate. They will try to get in front of you and hit the brakes in hope of stopping you. If you're ready for them, they should be quite easy to avoid. If you're lucky, they might rear-end you, increasing your speed and giving you damage money. Crash through the gas station (point E) for mega loot. At the hotel (point F), just go straight through the billboard and through the lobbies of both hotels for the most direct route. Go down the left fork in the tunnel (point G) to avoid all the traffic down the right fork. The final stretch will have a couple of hills that will launch your car (point H). Reduce your speed to avoid losing control when you go over them.

Map 2: Sea Side



In the second mission, you have to catch up to then ram a white limo, trying to acquire the Golden Wings inside. Once you grab the item, you have to get through the police checkpoint. The most direct route through the toll gates (point A) is to the right, but this requires precision driving. A better route might be to the left, where there is no traffic. At point B, drive to the left through the barrier and onto the beach. The sand is slippery, but it is quicker than the road to the right where parked cars are in your way. Just remember to stay clear of the ocean, or your game will be over. After the beach (point C), look for the draw bridge to see whether it is partially down or all the way up. If it's partially down, then you can jump it (point D)—if it's up, you will have to take the long way around. After the draw bridge you'll encounter a road to the right (point E), which is the shortest route. However, if you haven't encountered it already, the limousine will be down the road to the left. The last part of the course will have another road to the right (point F). It is definitely shorter, but it will have two traffic jams in the middle that could slow you down, making the long way to the left the best option. If you're looking for money, then the right path has all kinds of expensive things to run into. Drive down into the drainage ditch to the left when the two roads converge (point G) to avoid the police road block. The ditch is very slippery, so drive on the sides to avoid spinning out. Don't forget to pull back onto the road at the end.

Map 3: Paris



Your final mission is to get the Silver Staff and try to reach one of six telephone booths in order to call the helicopter that will pick you up at the dock. Several secret shortcuts coarse through this level. There are also a couple of different strategies for dealing with this level, since you can get to the telephones either before or after you grab the Silver Staff. However, each phone has a different time limit: 300, 250, 200, 150, 120, and 80 seconds (booths one through six, respectively). If you're going for a good time, booths two and three are your best chance. If you're going for the bucks, hit booth six. Right near booth one is the entrance to a subway (point A). If you take the subway, be warned—several obstacles and narrow passages might slow you down a bit. On the other hand, subway cars are worth a trunkload of money if you hit one. Exit the subway at point B back onto the road, heading left. Go straight and crash through the billboard (point C) to get onto a secret shortcut. Keep up your speed as you navigate it because you have to jump across a couple of gaps in the freeway. When you get to the narrow streets (point D), take the left branches to get to another subway shortcut (point E). This will let you out near the statue with the artifact (point F). You can jump the track for a shortcut at point (point G). At the frozen lake, take the dirt trail to the right for the most direct route.

Earning the Extra Cars

Since there are only three tracks, the real replay value comes with finding all 78 extra cars. Here's how you get 15 of them—next month we will reveal how to get the last three.

CIV & NSR: Complete the first stage before the 300-second time limit runs out.

GTS & BUS: Complete the second stage before the 270-second time limit runs out.

DTK & LIM: Successfully complete the first two missions to open up the third mission. Complete the third mission before the time limit expires. The time limit will differ depending on which telephone booth you hit.

PCS: Clear stage one in under four minutes.

GT1: Clear stage two in under four minutes.

DBL: Clear stage three in under four minutes.

VPR: Destroy more than $1,000,000 worth of objects in the first stage.

ELS: Destroy more than $2,500,000 worth of objects in the second stage.

360: Destroy more than $2,500,000 worth of objects in the third stage.

F1: Clear the first stage without hitting any objects earning $0.

PLC: Clear the second stage without hitting any objects earning $0.

TNK: Clear the third stage without hitting any objects earning $0.

the playstation code bible

Over 1300 delicious codes for 158 tasty games!

And on the eighth day, there were codes. The Holy Code Junkies Bible is the ultimate resource for all you addicts out there who can't get enough cheating. Compiled over the span of a year, it is the most complete and accurate list of PlayStation codes for American games available.

Codes have been around since the beginning of video game history. Only now, things are getting a bit crazy. Almost every game that comes out these days has some codes or cheats buried inside. It's the status quo—developers know gamers are very disappointed when there aren't any hidden treats. Game makers often give as much thought into the cheats and secret stuff as they give to actual gameplay. Secrets are often put into a game for you to find, thus increasing the replay value. The idea is that when you finish a game, you haven't really finished it completely until you find the flying pig (or whatever).

Some codes and cheats actually have a real purpose, though. When a game is tested for bugs, codes and cheats help the testers finish the game in a reasonable amount of time. When testers play through a game 50, 60, or even 100 times, codes that let them become invincible or enable a stage select are essential. When a game actually gets to the stores, these codes are often left in to add depth and encourage replay. However, this can be a double-edged sword, as codes can also ruin a game. When you are having a beast of a time getting through a stage and have access to a code that makes it easier, it can be just too great of a temptation not to use it. The Warhawk syndrome is a perfect example of this problem. When Warhawk first came out, the codes were released almost at the same time. After people got the game and the codes, they started finishing it in under two hours and would never come back to it.

So be warned, several of these codes are death to the replay factor of your games. Others can often make a crappy game a bit more fun. And after all, who doesn't like secrets?

Please rise, as you now enter the amazing Code Junkies Bible.

EXTREME

Perform these special moves with any of the equipment when you go off a jump.
Easy: □ △ (50 points)
Medium: ○ ○ ✕ (100 points)
Medium: □ ○ △ (100 points)
Hard: □ ✕ △ ○ (200 points)

Perform these special tricks with the specified equipment when you jump.
Skateboard: △ ✕ □ ○
Snowboard: △ □ ✕ ○
Rollerblades: ○ □ ✕ △
Mountain Bike: ✕ □ △ ○ and ✕ ○ □ △

ADIDAS POWER SOCCER

U.K. Female Commentators
Start a game and press SELECT to enter the pause menu. Next, highlight the Audio option and press ✕. Highlight Commentary (Commentary must be in the on position), then press and hold ← (showing Commentary in the off position). Press and hold L2 (while still holding ← on D-pad), then press ○ and □ at the same time. Finally, release the buttons and press ← to highlight FEM with the British flag.

Dream Team
At the player select screen (the one that shows the formations at the top, just before the match starts), press L2 + R2 + □ + ✕. Continue to press these buttons several times until the name of your team changes to Dream Team.

AIR COMBAT

Secret Code Loading Screen
Hold R1 + ○ as the mission intro is ending and release them before the bird loading screen comes up. This accesses a secret loading screen with little bouncing CDs; enter the following codes here.

Hidden Game
Quickly tap ↑, ←, ↓, →. An icon will appear in the lower left-hand corner confirming correct code entry. Return to the title screen. While the next game loads, you can play a secret game. If you get over 4.60 points, your wingman flies free.

999,999,000 Credits
At the secret loading screen, quickly tap ↓, ○, △, △, △, ○, △, ○, △, then press ○ + △ twice and hold the second time. This gives you a ton of money you can use to buy new aircraft.

New Paint Jobs for Your Aircraft
Quickly tap ↑, ←, ↑, →, ↑, ↓, ↑, →, then press and hold R1 until a little spaceship appears.

New Paint Jobs for Player Two's Aircraft
Quickly tap ↑, ←, ↑, →, ↓, ←, ↑, ←, ↑, ○, ○, △, △, then press and hold △ until an insect appears.

Extra Wingmen
Press and hold the R1 button. Press START 10 times and continue to hold it after the last press. This lets you choose from a larger variety of wingmen.

AGILE WARRIOR

Enter the following codes after pausing the game.

Invincibility
←, □, □, □, □, ↑, △, △, △, →, ○, ↓, ✕, △, △, △, □
This code will make you invincible, but you can still run out of gas.

Max Fuel and Armor
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, △, △, △, ○

Hover
←, □, □, □, □, ↑, △, △, △, →, ○, ↓, ✕, △, △, △, ✕

B1 Airstrike
←, □, □, □, □, ↑, △, △, △, →, ○, ↓, ✕, ✕, ✕, ✕, ✕, ✕

Mesh Fog
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, ←, ←, ↓, △, △, △

Overhead Map Transparency
←, □, □, □, □, ↑, △, △, △, →, ○, ↓, ✕, ↓, ↑, △, ○, □

Max Weapons
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L1, L1, L1, L1

Hidden Camera Angles
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, ←, ←, ↓, →
Repeat the code for additional views.

Mission Complete
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, △, △, △, ←, ↓, →

FMV Cheat
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, ←, ✕, ←, ✕, ←, ✕, ←, ✕, ←, ✕, ←, ✕
Abort or finish your current mission and you will see the hidden FMV the next time you enter a mission briefing.

Level Passwords
Enter these passwords at the password screen.
Second group of missions: 5433
Third group of missions: 0007
Fourth group of missions: 1213
Fifth group of missions: 1224
Sixth group of missions: 7154

Play Your Own Music CDs
When you start to play a mission, open your PlayStation's cover and remove the game disk. Now just insert your favorite music CD and close the cover. You can select any track between 1 and 99.

Cheryl Marie Boudreau Dance
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, ←, ✕, ←, ✕, ←, ✕, ←, ✕, ←, ✕
We have no idea what this does....

Debug Info
←, □, □, □, □, ←, △, △, △, →, ○, ↓, ✕, L2, R2

Enable Ground Crash
←, □, □, □, □, ←, △, △, △, →, ✕, ↓, ✕, □, ✕, ✕, □

ALIEN TRILOGY

Cheat Mode
Go to the option menu and enter this code: 1GOTP1NK8C1DBOOTSON. A message will appear that says "cheats activated." Return to the main menu. You can select a new option called Cheats that lets you toggle health, weapons, and a level select.

ANDRETTI RACING

Different Colored Cars
Start a new race and select the Begin Career option. You will then come to the register screen where you can enter the following passwords: Go Bears for stock cars; Go Bruins for Formula One cars.

Extra Option
When racing, pause the game then go to Race Strategy. Press L1 + L2 + R1 + R2 + ✕ + ○ + SELECT and you will get a new option for your car.

AREA 51

Play as an Alien Kronnhunter
At the beginning of the game, shoot

nothing but the first three Staar Team members you see. The game will restart, and you will be an alien Kronnhunter.

Arcade's Greatest Hits: The Atari Collection 1

Tempest Level Skip

Choose Tempest and press SELECT while the game is showing the demo and high scores. This will bring you to an options menu. Select Game Options and turn on the demonstration mode. Start a one- or two-player game. You can either pause and unpause the game or press L1 or R1 to skip to the next level.

Assault Rigs

Access All Weapons

↑, ↑, ↑, ↓, ↓, ↓, ←, →, ←, →, ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓

If entered correctly, the message will read "Max Weapons added....Oh yes."

Invulnerability

↓, X, ↓, X, ↓, ↓, X, ↑, X, →, X, X

If entered correctly, the message will read "Invincible....Yes, indeedy."

Level Passwords

1: ○○○○○○
2: □X□X△□
3: △□□○○△
4: △□△△○△
5: □△△△X△
6: △□○○X□
7: X□□□○△
8: □△□X□△
9: □△□X△X
10: △△○□X□
11: △△X△○□
12: ○□△△○□
13: △□○X△□
14: △△X□□X
15: ○X△△△△
16: ○□○○○□
17: △△△○△□
18: □□X□△△
19: XX□X△○
20: X□X△△□
21: △□△□△△
22: □□△○□△
23: ○XXXX△
24: △□□△△△
25: ○△△○○□
26: □○○X○X
27: X○□△△○
28: □○□□□□
29: △□○X○
30: □○X○X△
31: ○□X△○△
32: △□X○□X
33: X△△X□
34: X○□○○□
35: ○△X△X△
36: X△△XX□
37: X△△X△□
38: □△□△□X
39: □X△XX△
40: △X△○□X
41: ○X△○△□

Bases Loaded '96 Double Header

Skip Inning

Pause the game during gameplay. Using controller two, press △, □, X, ○, ○, ○. You will hear a tone if the code was entered correctly. "Let's Go Inning" will appear in the upper left corner. You can now skip to any inning by pressing X. Press the START button to unpause and return to the game.

Let the Computer Play

Pause the game during gameplay. Using controller two, press △, □, X, ○, ○, ○. You will hear a tone if you entered the code correctly. Press the L2 button to let the computer do the work for you. Press L2 again to turn the computer off. Press the START button to unpause and return to the game.

Home Runs All the Time

Pause the game during gameplay. Using controller two, press △, □, X, ○, ○, ○. You will hear a tone if you entered the code correctly. Press the L1 button and the screen will say "Home Run" to confirm the code. You can deactivate the code by pressing L1 again. To unpause the game, press the START button.

Battle Arena Toshinden

Alternate Colors.

To select your character's alternate costume color, hold SELECT then press □.

Play as Gaia

To play as the boss Gaia, turn the game on and wait for the title screen to appear. While the words "1 Player Game," "Vs Computer," and "Options" are flying in from both sides of the title screen, press ↓, ↖, ↑ + □ before the text settles in the center of the screen. If entered correctly, the announcer will yell "Fight!" and the text on the screen will change from blue to pink. After entering the code, begin a game. At the fighter select screen, highlight Eiji and press ↑ + □.

Play as Sho

First, enter the Gaia code. Begin a game, then exit it. While the words "1 Player Game," "Vs Computer," and "Options" are flying in from both sides of the screen, press ↓, ↑, ↓, ↑ + □ on controller two before the text settles in the center of the screen. If you entered the code correctly, the announcer will yell "Fight!" and the text on the screen will change from pink to light blue. Begin a game. At the fighter select screen, highlight Kayin and press ↓ + □.

Instant Secret/Desperation Moves

Enter the Gaia and Sho codes, then wait for the demo mode to begin. Press START on controller one. While the words "1 Player Game," "Vs Computer," and "Options" are flying in from both sides of the screen, press ■ + X. The announcer will yell "Fantastic!" and the text will turn white. Go to the main menu and set the difficulty level to Easy or Very Easy. Now change your controller configuration so that the L1, L2, R1, R2 buttons are set to Special. Any time during a match press L1 + L2 + R1 + R2 + SELECT to unleash your secret move. Whenever your power bar is flashing red, you can press L1 + L2 + R1 + R2 unleash your desperation move.

Instant Secret/Desperation Moves on any Difficulty Setting

Enter the instant secret/desperation moves code and wait until the demo begins. Press START on controller two. While the words "1 Player Game," "Vs Computer," and "Options" are flying in from both sides of the screen, press ↓, ↓, ↓, ↓, □ on controller two. The announcer will yell "Fantastic!" and the text will turn yellow.

Access Additional Camera Controls

Begin a regular game, then pause it. While holding □ + ○ + △ + X, press SELECT twice. The power bars will be removed and you can use the shoulder buttons to zoom and pan around the entire arena. To restore the game, simply hold □ + ○ + △ + X down again and press SELECT.

View the Fight from Below (Invisible Floor)

Set both controller types to Camera and make the power bars disappear (described above), but do not unpause your game yet! Hold down the L2 button on controller two until the floor disappears. Now unpause on controller one.

Battle Arena Toshinden 2

Play as Master and Uranus

Press R1, L2, X, L1, R2, ○ at the main menu as the options are flying in from the sides of the screens.

Play as Vermillion and Sho

First, enter the Master/Uranus code and start a game. As the options are flying in from the sides of the screens at the main menu, press ○, R2, L1, X, L2, R1.

Remove the Health Bar

Pause the game during a match. Press and hold ○ + △ + □ + X, then press SELECT twice.

Beyond the Beyond

View the Hidden Cinema

While the game is loading, press ↓ + ○ to check out the hidden intro cinema.

Black Dawn

Enter the following codes while the game is paused.

Max Fuel and Armor

SELECT, L2, SELECT, R2, △, △, △, ○

Max Weapons

SELECT, L2, SELECT, R2, L1, L2, R1, R2

Cycle through Gun Modes

SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT

Summon Wingman

SELECT, L2, SELECT, R2, □, □, □, ○

Shorten Load Screen

SELECT, L2, SELECT, R2, ↓, R1, R2

Mission Skip

SELECT, L2, SELECT, R2, △, △, △, ↓, ↓, ↓

Upgrade Current Weapon

SELECT, L2, SELECT, R2, L1, L1, R1, R1

Two Player Air Combat a la Atari 2600

At the title screen, both player one and player two hold SELECT and R2 simultaneously. After you hear a sound, you can choose the new mode.

Blast Chamber

Infinite Lives

At the main menu, press □, ↑, □, ↓, ○, ↓, ○, ↑. Go into Game and select Solo Survivor. Start a game and you will be invincible.

Level Passwords

Ziggurat: NAEMMAAB
Backstab: MADDIEAH
Fall N Arch: NINKPDME
Fugitive: MJKKAMKC
Rainbow: JODPIGEH
Lavapalooza: ICJPABNA

Blazing Dragons

Final Password

The final password is V?U5MK 4N6LUL OHW5CB

Blood Omen: Legacy of Kain

Enter the following codes during gameplay. Do not pause.

Blood Code

To give Kain more blood, press ↓, ↓, □, ○, ↑, ↓, ↑, ↓, ↑.

Magic Code

To give Kain more magic energy, press ↓, ↓, □, ○, ↑, ↓, ↑, ↓, ↑.

View the Cinemas

To access all the FMVs in the Dark Diary, press ↓, ↓, □, ○, ↑, ↓, ↑, ↓, ↑.

Bogey Dead 6

Unlimited Aircraft Trick

Select Training from the game menu, then choose the training mission Wolves Awakening. When you start the mission, increase your speed and head 10 degrees North. Stay on that course until you see a large yellow dot on your radar. Switch to your air-to-ground missiles and fire at the mountain that locks. You should now see a pile of gold bars. Achieve a missile lock and destroy the gold. Either crash or finish the mission and you will see the word "Infinity" where the aircraft icons used to be on the continue game screen.

The Hidden Rear Chase View

At the screen where you select your plane, highlight the aircraft you wish to fly. Press and hold L1 + L2 + R1 + R2 + SELECT, then press START. When the mission begins, press SELECT to change views.

Increase Time Limit to 999 Seconds
On the last loading screen before a mission starts, press and hold L1 + L2 + R1 + R2 + ✕ + ○ + △ + □ + ✦. Hold the buttons until you begin the mission. You will now have a new time limit of 999 seconds to complete the mission.

Access All the Missions
Choose Mission, and on the screen with the world map enter the following button combination: ✦, ✦, ✦, ✦, ✦, ✦, ✦, △. If you entered the code correctly, the announcer will say "gone" and all the missions will be opened up.

Make All the Planes Available
Choose Mission, and on the plane selection screen enter the following button combination: ✦, ✦, ✦, ✦, ✦, ✦, ✦, SELECT. The announcer will say "gone" and all the planes will be available.

BRAHMA FORCE

Special Menu Options
Finish the game in less than two hours and leave your memory card inside slot one. At the title screen with the message "Press Start Button," press START. The finished game will be detected and a new option will appear called Special. Enter Special and you can access a level select; a stream view mode featuring all the FMV from the game; an XA test mode that plays the voice acting from the game; and an SE Test Mode that plays all the sound effects.

Flight Mode
Finish the game in less than two hours and leave your memory card inside slot one. At the title screen with the message "Press Start Button," press START. During game play, press and hold L2 + R2 on controller two, then press ✕ on controller one. This activates flight mode, which lets you use R2 and L2 to fly up and down. Reenter the code to return to normal jump mode.

Easy Mode
On the screen that flashes "Game Start," press and hold ✦ + ✕ + □, then press START. When you start a game, you will have more time to complete the levels. In addition, enemy attack and defense will be cut in half.

Hard Mode
On the screen that flashes "Game Start," quickly press L1, R1, L2, R2, □, ✕, △, ○. The timing is very important. Now, when you start a game, it will have more baddies and less pick-ups.

BUGSY 3D

Enter the following codes on the Save and Load screen under Passwords.
Level cheat: XLVLCHTMSB
99 lives: XMUCHOLIFE
99 lives and level cheat: XALLDBUGCR
Access bonus rounds: XBNSCHTMMM
All rocket parts: XTOOROCKER
Add coordinates to Paws screen: XDBUGLOCNC

BURNING ROAD

Mirror Track
In practice mode, select your vehicle, track, and transmission. As soon as the race begins, spin around and drive in the opposite direction. By the time you pass the first checkpoint, the other cars will turn around and follow. You will be in first place!

BUST A MOVE 2

Extra Credits
At the options menu, press ✦, ➔, R1, R2, L2, L1, ✦, ✦. A 30-second timer will appear in the upper right—you need to quickly highlight Options and tap the ✕ button as fast as possible to increase the credits in the lower right-hand corner.

Another World
While the words "Press Start" are flashing on the title screen, press R1, ✦, L2, ✦. A little green character will appear in the lower right corner. Start a Puzzle Game and there will be another world at the bottom of the screen. Select it to play in a completely new world.

Character Select
Start a game in Puzzle Mode. When the map screen appears, press ✦, ✦, ✦, ✦, then L1 + L2 + R1 + R2. A secret character select screen will appear, and you can press ✦ and ✦ to change your character. Press an action button to make a selection and continue. Bubby will still be the character on the map screen, but when you start a puzzle you will be playing as the character you selected.

COMMAND & CONQUER

Reveal the Whole Map
While entering a password or starting a new game, hold R1 + R2 + L1 + L2 + ○ + □. Continue to hold these buttons while the game is loading. Release them when the mission briefing begins.

Covert Operation Missions
At the password screen, enter COVERTOPS for the Covert Operation Missions. This code works for both disks.

Level Passwords

GDI	NOD
2. B9DTX02D0	2. C99FAXKW8
3. 25U1E2L4D	3. KDT7OXZ7W
4. KED688DGU	4. C9JM6RH3X
5. OXL3NYNNO	5. W15DASRS8
6. DU5R21DG7	6. Y47ZW9EOL
7. OX3CS3D4G	7. C9R67C70W
8. 9QGZLZDF8	8. OX3CSXKE5
9. IU75TQK8H	9. 56HE53HEH
10. OYGNYMYYN	10. YNF75TZKO
11. CR5EQME0S	11. GTJ26Z12A
12. 3NUL6OFQI	12. CR0TDBC71
13. 4N8AN1A0H	13. MFYFV9DWX
14. 3NWD3MQFT	
15. 457ED7GOU	

COLLEGE SLAM

Secret Teams
While the words "Press Start" are flashing at the College Slam title screen, press ✦, ✦, ○, ✦, ✦, ✦, ➔, △. A "plonk" sound will confirm code entry. When choosing your team, keep pressing ✦. When you pass Wake Forest and Wisconsin, you will find nine secret frat-ternity teams. With the code in place, enter the Edit Teams option and go to Daytona Beach or Palm Springs; there you will find a new option called Edit Frat that lets you change the Greek letters on the team insignia.

Small Players
Go to the player select screen, press △ seven times, and start the game.

Enable Dunks
At the Tonight's Match-Up screen press ✦, ✦, ✦, ✦, ✦, ✦. Start the game and you will be able to dunk from anywhere on the court.

Whirlwind
Do at least 2 clockwise circles with the D-pad at the Tonight's Matchup screen.

Quick Hands
When the Vs screen appears and the announcer says "Today's Match-up," enter the following code: ✦, △, ○, ○, ✦.

Max Power
When the Vs screen appears and the announcer says "Today's Match-up...," press △, ✦, △, ✦.

Power-Up Goaltending
When the Vs screen appears and announcer says "Today's Match-up...," press ✦, ✦.

Power-Up Fire
When the Vs screen appears and announcer says "Today's Match-up...," press ✦, ✦, ✦, ✦, ✦, ✦, ✦.

Power-Up Turbo
When the Vs screen appears and the announcer says "Today's Match-up...," press ✦, △, ✦, ✦, ✦.

Power-Up Offense
When the Vs screen appears and the announcer says "Today's Match-up...," press ✦, ✦, ✦, ✦, ✦.

Power-Up 3-Pointers
When the Vs screen appears and the announcer says "Today's Match-up...," press ✦, ✦, ✦, △, △, △.

Power-Up Dunks
When the Vs screen appears and the announcer says "Today's Match-up...," press ✦, ✦, ✦, ✦, ✦, ✦, ✦.

Power-Up Push
When the Vs screen appears and the announcer says "Today's Match-up...," enter the following: ✦, △, ✦, ○, ✦, ✦.

Push Opponent and Both Fall
When the Vs screen appears and the announcer says "Today's Match-up...," enter the following: ✦, ✦, ✦.

Push Opponent and Only His Teammate Falls
When the Vs screen appears and the announcer says "Today's Match-up...," enter the following code: ✦, △, ✦, △, ✦, △.

High Shots
When the Vs screen appears and the announcer says "Today's Match-up...," press ✦, ✦, ✦, ✦, ✦, ✦, ✦.

Speed-Up
When the Vs screen appears and the announcer says "Today's Match-up...," press ✦, ✦, ✦, ✦, ✦, ✦, ✦.

CONTRA

Enter all codes at the title screen.

Bamboo Arcade
R2, R1, ✦, ✦, L1, L2

Bamboo Gyruss
L2, L1, ✦, ✦, R1, R2

Weapon Select
L2, R2, L1, R1, ✦, ✦, ✦, ✦
You will hear a roar if you entered the code correctly. During the game, crouch, then select a weapon.

Unlimited Continues
L2, R2, L1, R1, ✦, ✦, ✦, ✦

Movie Player
L2, L1, R1, R2, ✦, ✦, ✦, ➔

SFX Browser
R2, R1, L1, L2, ✦, ✦, ✦, ✦

Extra Lives
L2, R2, L1, R1, ✦, ✦, ✦, ✦.

Stage Select
L2, R1, L1, R2, ✦, ✦, ○, □, R2 + L2
If you entered the code correctly, a stage select will appear.

COOL BOARDERS

High-Pitched Announcer
Enter Options and push SELECT 40 times. This will give the announcer a high-pitched voice.

CRASH BANDICOOT

100% Finished Super Password
This gives you all the gems and all the keys. Enter this password at the password screen. After you fill the first row,

two more rows will appear allowing you to enter the rest of it.
△ △ △ △ X □ △ △ △ □ X △ ○ △ △ ○ □ △ X X X

CRITICOM

Dayton: SIER (level 2); ETER (level 3)
Delara: PHAN (level 3); KING (level 3)
Demonica: GONE (level 2); WORL (level 3)
Exene: SPHE (level 2); WING (level 3)
Gorm: CHAM (level 2); MARV (level 3)
Sid: ODTH (level 2); BATM (level 3)
Sonork: PLAY (level 2); CHRO(level 3)
Yenji: SPID (level 2); STAR (level 3)

CROW, THE

Enter all codes at the password screen.

Debug Mode
To get the coordinates on the screen, enter □ X □ ○ △ △ ○ □ X □.

Skinny Mode
To make all the enemies and yourself into skinny little stick figures, enter △ △ X □ ○ ○ □ X △ △.

Long Neck Mode
For extremely long necks, enter X ○ △ ○ □ □ △ ○ X ○.

FMV Select
To reach a menu of all the FMV sequences, enter △ △ ○ ○ ○ ○ ○ △ △.

Level Passwords
Pier: △ X △ △ ○ □ △ □ X ○
Boat: X X X X △ □ X X X ○
Tomb: △ ○ △ ○ □ △ △ ○ X ○
Grave: X △ X △ □ X X △ □ ○
Church: △ △ △ △ ○ □ △ □ □ ○
Day O Dead: X △ X △ □ ○ ○ X □ ○
Club: △ ○ △ ○ ○ △ X ○ □ ○
Tower: X X ○ X □ □ X △ △ ○
Boarder Land: △ X X X ○ □ △ □
Finale: X X X ○ □ □ X X △ _

CRUSADER: NO REMORSE

Refill Health And Energy
Enter the password LOSR at the password screen. A message will tell you that the password is invalid—ignore it and start a game. Press □ + R1 at any time during the game to refill your health and energy.

All Items and Weapons
Enter LOSR at the password screen. A message will tell you that the password is invalid—ignore it and start a game. Press ○ + R1 at any time during the game to get all the weapons and items.

Level Codes

Level 2: FWQP	Level 9: M4FX
Level 3: PLRQ	Level 10: X5GZ
Level 4: SZNF	Level 11: C6HO
Level 5: TD5S	Level 12: D7J1
Level 6: J1BT	Level 13: F8K2
Level 7: K2CV	Level 14: FGL3
Level 8: N3DW	Level 15: JFM4

CYBERIA

Level Passwords
Enter the following codes on the password screen.

2. RIG DOCK	17. UNDERGROUND
3. MEET GIA	18. PIT STOP
4. SKEET SHOOT	19. ICE SCREAM
5. BIG KISS	20. COLD FEET
6. GOING UP	21. DOOR MAN
7. ZAPPED	21. LOCKED OUT
8. EASY RIDE	22. SLICEOMATIC
9. BIG SHOCK	24. NOT FRIENDS
10. OPEN OCEAN	25. LISTEN IN
11. CATWALK	26. GENIUS
12. ISLAND RUN	27. RED LIGHT
13. STEAL PLANE	28. DRUG STORE
14. VALLEY RUN	29. UNSAFE DOOR
15.ROUGH RIDE	30. GRAFFITI
16. PORT FLYBY	31. YOU WITH ME

CYBERSLED

Five New Sleds
At the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ↑, ↓, ↑, ↓, ○. You will hear an explosion if the code was entered correctly. The five new sleds will appear if you scroll right, past the last sled.

CYBERSPEED

Hidden Ship: the Cow
On the ship select screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, □, X, ○.

Play All the Movies
Highlight Options at the main menu and press ○, □, △, ↑, →, ↑, □, →.

DARK FORCES

Cheat Menu
At any time during gameplay (do not pause), press →, ○, X, →, ○, X, →, ○, X.

Final Level Code
Enter the following password on the password screen: RT2W121V7J.

DEFCON 5

Hidden Game
Go to any VOS terminal in the Defense Station and enter the Communications area. Go to Local Communications. When you get the message about the option being unavailable, press △.

DESCENT

Enter all codes during gameplay.

Shield Recharge
△, △, X, □, △, ○, △, X, □, X, △, X.

Turbo Mode
□, △, ○, □, ○, X, □, X, ○, △, □, X.
Reenter the same code to disable.

Bright Display
□, △, ○, □, □, X, ○, △, □, ○, X, △.

Invincibility
□, △, ○, □, □, △, ○, ○, □, △, □, X.

Access All the Keys
△, □, ○, X, △, □, X, △, □, X, ○, □.

All the Weapons
△, □, ○, X, △, □, X, △, □, X, ○, □.

Extra Life
□, △, ○, □, ○, X, □, △, ○, △, △, X.

Negative Palette Effect
□, △, ○, □, □, X, ○, △, □, ○, X, △.

Psychedelic Palette Effect
□, △, ○, ○, □, △, □, X, △, X, □.

Cloaking
△, □, X, ○, □, X, ○, △, X, □, X, △.

Crazy Robots
□, X, □, X, ○, □, ○, □, △, ○, ○, □.

Stage Select and Secret Difficulty Levels
During game play, press △, □, □, △, ○, ○, □, □, △, ○, □, □. Quit your game, then select New Game. Two new difficulty levels will now be available. When you reach the galaxy map, you can move around and start from any stage.

DESTRUCTION DERBY

Invincibility
Enter !DAMAGE! in the name screen (include the exclamation points). Begin the race as normal and you will be invincible.

The Hidden Ruined Monastery Track
Enter REFLECT! in the name screen (don't forget the exclamation point). Next, select Wreckin' Race and switch the race to practice mode. Go to Course Select and press the X button. Scroll left or right until you see the "Ruined Monastery" track and press the X button.

Choosing the Number of AI Opponents
Enter NPLAYERS in the name screen. Next, select Wreckin' Race and switch the race to practice mode. Now go to Course Select and press the X button. Select a track and you will be prompted to choose the number of AI opponents. Note: this does not work for Destruction Derby mode.

View the Programming Team
Load the game, and on the screen with the piracy warning press and hold L1 + ← + ○. When the Reflections team logo appears, you will see a group portrait of the programming team members.

DESTRUCTION DERBY 2

Unlocking All the Tracks
Enter M-A-C-S-P-O-O into the Name Entry menu. (Code entry is very specific about uppercase and lowercase letters.)

View Credit Animation
Enter T-o-N-y-P-a-R-k into the Name Entry menu. (Code entry is very specific about uppercase and lowercase letters.)

Caricatures of Development Team/Secret Music Track
Enter C-R-E-D-I-T-Z-! into the Name Entry menu (don't forget the explanation point).

DIE HARD TRILOGY

Pause the game before entering any of the codes.

The following codes are for the Die Hard portion of the game.
Invincibility
Hold R2, then press ←, →, ↑, →, ↓, □.

Stick Man Mode
Press and hold R2, then press △ 10 times followed by → four times.

Silly Mode
Hold R2, then press →, ○, ○, →, △, →.

50 grenades and Five Bullets
Hold R2, then press →, □, →, ○.

Fat Mode
Hold R2, then press →, □, □, →.

Dead Enemies Float Up
Hold R2, then press →, □, △, →.

Forward/Backward Reversed
Hold R2, then press →, □, △, →.

Coordinates
Hold R2, then press →, ○, →, □.

15 Bullets
Hold R2, then press →, □, □, →.

Unlimited Shotgun
Hold R2, then press →, →, →, →, □, →.

God Mode
Hold R2, then press →, →, →, □.

The following codes are for the Die Harder portion of the game.
Invincibility
Hold R2, then press →, △, →, □.

Fergus Mode
Hold R2, then press ○, →, →, □, X, □. Now all the characters will have Fergus McGovern's face, the head of Probe Ent.

Max Rockets/Grenades
Hold R2, then press →, □, →, ○, △, →.

Skeleton Mode
Hold R2, then press →, □, △, →.

Map Editor
Hold R2, then press →, →, →, □.

Super Deformed People
Hold R2, then press →, △, →, →.

The following codes are for the Die Hard with a Vengeance portion of the game.
Big Cars
Hold R2, then press →, △, →, →.

Chase View
Hold R2, then press →, ○, →, ○.

Fat Mode
Hold R2, then press ✦, △, ✦, ✦.

Fergus Mode
Hold R2, then press ○, ✦, ✦, △, X, □.

Floating Car Mode
Hold R2, then press ✦, □, ✦, △, X, □, ✦.

Flat Mode
Hold R2, then press ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦.

Slow Motion
Hold R2, then press ✦, ✦, ✦, ✦, □, ✦.

Really Slow Motion
Hold R2, then press ○, ✦, ✦, □, ✦.

Sky Cam Mode
Hold R2, then press ○, ✦, ✦, □, △, ✦.

999 Turbos
Press and hold R2, then press ○, ○, □, □, ✦, ✦, X, X.

Infinite Lives
Hold R2, then press ✦, ○, ✦, ✦, □, ✦.

Programmers Mode
Hold R2, then press ✦, ✦, ✦, □.

Fuzzy Dice Mode
Hold R2 then press ✦, ○, ✦, ✦, □, ✦.

Flying Saucer Mode
Pause the game; put the cursor on Quit; press and hold R2; then press ✦, □, △, ✦, X, X, X.

DISRUPTOR

Refill Life
During gameplay, press SELECT to go into map mode, then press L1 to turn off real time so you don't get creamed while you aren't looking. Now enter △, X, X, ○, X, △, □, □.

Refill Ammo
During gameplay, press SELECT to go into map mode, then press L1 to turn off real time so you don't get creamed while you aren't looking. Now enter X, □, △, △, X, ○, △, X.

Level Passwords
2. Chemical Factory: □ ○ X ○ △ △ X X ○ □ X □
3. Rooftops: X △ □ ○ □ X △ ○ △ △ △ △
4. Jupiter Station: △ X △ □ ○ ○ X ○ X △ □ □
5. Triton: X ○ △ ○ □ △ X X □ ○ ○ △
6. Mars: ○ X ○ △ X X □ ○ ○ X △ X
7. Antarctica: □ ○ X △ △ ○ □ △ X △ □ △
8. IO: ○ □ ○ X △ △ X ○ X △ X X
9. Reactor: □ X ○ ○ △ X X □ ○ △ ○ ○
10. Orbiting Habitat: □ ○ X X □ X △ ○ □ ○ △ □
11. Dream: △ △ X X ○ ○ △ △ △ □ □ ○
12. Prison: ○ □ △ ○ X ○ □ △ X X ○ ○ □
13. Fortress: △ △ X □ △ △ ○ X ○ □ X ○

DOOM & FINAL DOOM

Enter the following codes while the game is paused.

Map All Lines On
△, △, L2, R2, L2, R2, R1, □

Map All Enemies On
△, △, L2, R2, L2, R2, R1, ○

Lots Of Goodies
X, △, L1, ✦, ✦, R2, ✦, ✦

God Mode
✦, L2, □, R1, ✦, L1, ✦, ○

X-Ray Vision
L1, R2, L2, R1, ✦, △, X, ✦

Level Warp
✦, ✦, R2, R1, △, L1, ○, X
Press ✦ or ✦ to change the stage number.

Secret Level Passwords for Regular Doom
Level 55, Fortress of Mystery: JCGDNFL888
Level 56, Military Base: 3P67ZNBQJG
Level 57, The Marshes: JCGDNFL555
Level 58, The Mansion: BXXBXXB778
Level 59, Club Doom: JCGDNFL556

ESPN EXTREME GAMES

Last Password
254, 071, 216, 094, 085, 085, 177, 113, 104 -This will let you begin with only one race left—San Francisco.

Extra First Race Money
229, 013, 066, 016, 000, 000, 000, 000, 031 - Complete the S.F. race using Paul Dillion to get $1,900.

FADE TO BLACK

Level Codes
1: □ ○ △ X ○ □
2: △ ○ X ○ □ X
3: X ○ X ○ △ X
4: X □ △ ○ ○ △
5: □ □ △ X X △
6: △ X X X X X
7: ○ ○ △ X △ X
8: □ □ X △ □ □
9: △ X X △ ○ △
10: X △ □ ○ △ X
11: ○ □ X X □ X
12: X △ X □ ○ X
13: X X ○ △ ○ △

FIFA SOCCER 96

Adjust the Shadows
At the instant replay screen, press and hold R1, then use the D-pad to adjust the sun direction.

Group 1 Codes
Start a game, then pause it using the START button. Select Options and enter any of the following codes. You should hear a click upon proper code entry.
Change the Color Palette: □ △ X □ △ △ △ X
Invisible Walls: X X X △ □ □ □ △
Curve Ball: △ □ X △ X X
Super Power: △ □ △ △ △ △ △ △ △ △
Super Goalie: □ □ □ □ □ △ △ △ △ △
Super Offense: □ □ □ □ □ △ X
Super Defense: △ △ △ △ △ X △
Shootout: □ △ □ X □ △
Stupid Team: □ △ X □ △ X
Dream Team: □ □ △ △ X X □ □

Exit the options menu and return to the menu with Resume Game as a choice. Press □ and you will go to a secret options menu where you can turn on and off the new options. Each option requires a code.

Group 2 Codes
Use the same method as described above to enter the following codes.
Formal: □ △ X □ △ △ X △
Federation: □ △ X □ △ △ X X
Dynamic Duo: □ △ X □ △ △ △ □
Invisible: □ △ X □ △ △ X □
Oktoberfest: □ △ X □ △ △ △ △
Custom Teams: □ △ X □ △ △ □ □

After entering the Group 2 codes, quit the game and go back to the main menu. Select Options to see the new choices for gameplay.

FORMULA 1

For the following codes, go to the last selection screen before racing. It will say "Race Qualify" in the top left corner. Hold down the SELECT button while entering any of the codes. When you enter a code correctly, a message will appear in a box in the center of the screen.

Bonus Track
✦, ○, ○, △, △, ○, ✦, ✦
After entering the code, start a race then quit. Go back to the track selection screen and scroll through the tracks until the bonus track appears. It will be in the shape of a Formula 1 race car.

Buggy Mode
✦, ✦, △, ✦, ✦, □, △

Bike Mode
✦, ✦, ○, △, ✦, ✦, □, △

Lava Mode
□, ○, ✦, ✦, ✦, ○, X

Gibberish Mode
✦, ○, ✦, ✦, ✦, ✦, ○, □, □

German Mode
✦, ✦, ✦, ✦, □, ○, X

Spanish Mode
△, ○, ✦, ○, △, ○, ✦, ○

GEX

Level Select
Go to the main map screen with the Dome and press SELECT to bring down the remote bar. Hold R1 and tap X, □, X, ✦, ✦, ✦, ○, ○, ✦, ✦.

Open All Worlds
On any map, press SELECT to bring down the remote bar. Hold R1 and tap ○, START, ✦, ✦, □, ✦, ✦, ✦, START. All the worlds will now be open.

Power-Ups
Pause the game to enter these codes.
Invincible: Hold R1 and tap X, □, ✦, ✦, ✦, ✦, ✦.
Speed Up: Hold R1 and tap ✦, START, ✦, ✦, ✦, ✦, START.
Electric Spit: Hold R1 and tap ✦, ✦, ✦, ○, △, ✦, ○, ✦, ✦.
Freeze Spit: Hold R1 and tap ○, ○, ✦, ✦, ○, ✦, ✦.
Burner: Hold R1 and tap X, ✦, ✦, ✦, ✦, ✦, ✦.
Infinite Lives: Hold R1 and tap ✦, ○, △, ✦, ✦, □, ✦.
Higher Jump: Hold R1 and tap X, ○, ✦, ✦, ✦, ✦, ✦.

Planet X Password
Select the password option and enter RYYRYXKB.

GOAL STORM

Easter Island Heads
At the title screen, press ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, □, ○, START.

GUNSHIP

Invulnerability
Start a game. At the loading screen, after receiving your mission orders, press and hold L1 + R1 + L2 + R2. When the mission starts, the word "Cheat" in the corner will confirm correct code entry.

HARDCORE 4X4

Cheats
Enter these names in the time trial edit names point.
Rainfrog - When it rains, it rains frogs.
Dutchman - Lets you play asteroids when you go to the credits under Options.
Mainline - Gives you all levels of difficulty, such as pro and extreme.

1O4

Level Passwords
Washington: DBKHN (easy); DBKMO (medium); DBKQO (hard)
New York: GBKHW (easy); GBKMX (medium); GBKQX (hard)
Paris: LLSHW (easy); LLSMX (medium); LLSQX (hard)
Moscow: NL9HW (easy); NL9MX (medium); NL9QX (hard)
Tokyo: R39JD (easy); R39NF (medium); R39RF(hard)
Oahu: T59HW (easy); T59MX (medium); T59QX (hard)
Las Vegas: Z99HY (easy); Z99MZ (medium); Z99QZ (hard)

Mothership: 399HG (easy); 399MH (medium); 399OH (hard)

Extra Options and Aircraft Select
Go to the options menu and enter MR HAPPY as the player name. Return to the previous menu and press the following button combination: ↑, →, ↑, □, ○, △, △, ↓. This will bring you to an extra options menu where you can choose to fly with any of the aircraft.

Stage Select
Enter the extra options code, then go to the normal options menu and enter FOX ROX as the player name. Return to the extra options menu by reentering its code. Now you can choose the stage where you want to begin.

Invincibility
Enter the above extra options code, then go to the normal options menu. Enter GO POSTAL as the player name. Return to the extra options menu by reentering its code. Now you can turn on the invincibility.

IMPACT RACING

Password Screen Codes
Enter the following codes at the password screen, then start a game. Be sure to include the periods.

Invincibility: I.AM.IMORTAL
All Weapons: ALL.TOOLEDUP
Bonus Level: BONUS.LEVEL
Hidden Tracks: ENDGAMELEVEL
Level Select: RABBITBADGER
Sound Test: JOURNEYS.END

IN THE HUNT

Level Select
At the title screen, put the cursor on Start and press ↖ + ○ + SELECT. The stages will appear at the top of the screen. Press → or ← to scroll through the stages. Press START to choose your level. A two-player battle mode will also become available, and you will be able to check out the ending of the game.

Unlimited Continues
If all of your continues are exhausted, during the countdown press △ + SELECT + START simultaneously to get five more credits. You can repeat this as many times as necessary.

INCREDIBLE HULK

Incredible Hulk Pantheon Saga Passwords
Level 1: 10C80B7C7C
Level 2: 10C82E5E54
Level 3: 80D82E206E
Level 4: 00D02702BA

INTERNATIONAL TRACK AND FIELD

Bikini Code
At the game select screen, highlight the 100m Freestyle and press ↑, ↑, ↑, ↓, ←, →, ←, →, ↑, ○, X. The swimmers will now be wearing bikinis.

Hammer Throw Balloon
Throw and get 1.01m, 21.21m, and 35.35m records in the hammer throw event. You will see a balloon appear from the crowd.

High Jump Blimp
Qualify on your very first attempt in the high jump event. Next, adjust the bar to more than 40cm and make that attempt. During the third jump, a blimp will show up on the screen.

Dinosaur Shotput
Throw and get 1.11m, 2.22m, and 3.33m in the shotput event. A dinosaur will appear behind the crowd.

Long Jump Mole
Get the following records in the long jump event: 1.11m, 2.22m, 3.33m. If you are successful, a mole will come out of the ground from where you jumped.

Discus Pigeons
In the discus throw event, get 1.01m, 21.21m, and 35.35m records. If you are successful, a flock of pigeons will appear in the sky above the stadium.

Pole Vault Space Shuttle
Qualify in the first attempt, then adjust the bar to more than 40cm and clear the new height. During the third jump, a space shuttle will appear on the screen.

Triple Jump Mole
Get the following records in the triple jump event: 1.11m, 2.22m, and 3.33m. A mole will come out of the ground at the spot where you jumped.

UFO Javelin Throw
In the javelin throw event, throw the javelin at an angle of more than 60 degrees with maximum power. If you are successful, a UFO with a javelin stuck through it will fall from the sky.

IRON AND BLOOD

Play as the Bosses
Go to the character select screen and enter the following codes to access the hidden bosses.
Minion of Chaos: L1 + L2 + R1 + R2 + ↑ + X
Lord of Chaos: ↑, ↖, ←, ↖, ↓, △ + X
Strahd: ↑, ↖, ←, ↖, ↓, ↘, →, ↘, ↑, R1, R2, L2, L1.
Avatar of Order: Press and hold ←, then press □. Release, then press → + ○.

IRON MAN

Full Armor, Boost, Weapons, and 99 Lives on the Last Boss
Enter the codes at the password screen.
Player 1: CO4A770777777 (first line); 777777777777 (second line)
Player 2: CO2A77X777777 (first line); 777777777777 (second line)

JET MOTO

Unlock All the Tracks
Set the difficulty to Amateur, then set the trophy presenter to Male. Return to the main screen and enter the following code on controller one: ↑, →, ↓, ←, ↑, →, ↓, ←. Return to the options screen and set the difficulty to Professional, then set the trophy presenter to Rider's Choice. Return to the main menu and enter the following code on controller one: ↑, ←, →, ↓, ↑, ←, →, ↓ (the opposite of the first sequence). You will hear a "Ka-ching" if you entered the code correctly.

Game Codes
These codes won't work unless you have unlocked all the tracks and have won a full season at the professional level. When you have done this, a bubble will appear on the title screen that says "codes enabled." The different codes are given to you each time you beat the game with a different team. Each team has two codes, and the producers' Singletrac presents a final code.

Super Agility: ←, ○, ←, L1, ←, →, ←, →
Zero Resistance: □, L1, △, →, L1, ←, R2, △
Double Stunt Points: ←, →, ○, L2, △, ○, R1, R2
Show Off Camera: △, ←, ↓, △, L1, L1, R1, R1
Air Brakes: R1, R2, →, L2, ←, ○, →, ○
Rocket Racer: △, →, ←, L2, L2, ←, →, ←
Unlimited Turbos: △, ○, →, R2, →, □, ←, △
Ice Racing: ←, R2, R1, →, L1, □, →, →
Two Player Computer AI Code: ○, □, R2, ○, △, L2, →, ←

JOHNNY BAZOOKATONE

Invulnerability
Go to the password screen and enter PILCHARD.

Level Select
Go to the password screen and enter KRISTIAN.

JUMPING FLASH

Stage Select
At the main options menu, press ↑, →, ↓, ←, X, X, ←, →, ↓, →, ↑, X, △, X, △.
If you entered the code correctly, the options window will turn a transparent brown-red color. Press START and press ← or → to select a stage in any of the first six worlds.

Change Cloud Speed on the Title Screen
At the main options menu, press and hold L1 + L2 + R1 + R2. Then press ↑ and ↓ to make the clouds speed up and slow down.

Hyper Mode
Enter the stage select code. Start a new game, then use the level select to go to the first boss. Defeat the boss then go to world two, stage one. Pause the game, then quit. When you come back to the title screen, you'll see the words "World 2" by the Game Start option. Start the game and go to world six, stage three. Pause the game, then quit. Next to Game Start on the title screen will be the words "World 6." Move left and you will see the word "Hyper." Start a game and you will be playing the extra stages. You will also be able to jump three times higher.

JUMPING FLASH! 2

Tex as Your Support AI
At title screen, press: ↑, ↓, L1, R2, R1, L2, ←, →, SELECT, △. You can select the new Support AI from the Support AI category in the options menu.

Rachel as Your Support AI
At title screen, press: ←, →, R1, L2, L1, R2, ↑, ↓, △, SELECT. You can select the new Support AI from the Support AI category in the options menu.

K-1 ARENA FIGHTERS

Alternate Uniforms
At the title screen, hold L1 + L2 + R1 + R2 until you hear three beeps. Press START and you should get alternate uniforms.

KING OF FIGHTERS '95

Play as Either of the Two Boss Characters
Start a game and pick either Team Play or Team Versus. Hold START. Pick Yes when it asks you for Team Edit. Then enter ↑ + ○, ↑ + □, ← + X, ↓ + △. You can now select Omega Rugal and Saisyu Kusanagi.

Play a Team Match with Three of the Same Character
At the game select screen, choose Team Play. On the next screen, select Team Edit. At the fighter select screen, press and hold START, then press ↓ + △, ↓ + X, → + □, ↑ + ○. A sound will confirm entry. You can now pick the same player up to three times in team play. This will work in both one- and two-player modes.

KRAZY IVAN

Level Select
At the arena select screen highlight Russia, the only available mission at the start of the game. Now press right, but before the Japan mission information appears, press and hold X + ↖. The globe will bounce around the different arenas. Release the buttons when the arena you want is on the globe in front of you. The mission names will not be shown, so you will have to memorize where each arena is on the globe before selecting.

LOADED

Before entering the codes, pause the game and hold L1 + L2 for 10 seconds. Enter the codes while still holding down the buttons. After entering a code, unpause the game, then pause the game once more. You can select from the new options the codes activated.

Extra Ammo: ✥, ✥, ○, ✥, ✥, ○
Extra Lives: ✥, ✥, ✥, △, □, X, ○
Free Bombs: R1, R2, X, □, ○, R1, R2, ○, ✥, ✥
Healing: ✥, ✥, ✥, ✥, ✥, ✥, △, ○
Level Select: ✥, ✥, ✥, ✥, ✥, △, ○, X, □, X, △, □, ○
Level Skip: X, R1, △, R1, □, ○, R2, R2, X, □, △, X
Weapon Power Up: ✥, ✥, ✥, ✥, ✥, △

Rise from the Grave

Enter the health code, allow yourself to be killed, then immediately press PAUSE. Next, go to the Health option and press X. Even though you are dead, you will now have full health and be able to continue playing.

Play As Pogo

At the character select screen, press and hold L1 + L2 + R1 + R2, then press SELECT + START. A voice will say "Pogo" to confirm the code.

LOMAX

Level Skip

While playing, press and hold ✥ + START. This will pause the game. Press and hold ✥, then press △, ○, X, □. The number of the level will appear on the left side of the screen. Press L1 + SELECT to change levels. Press L1 + START to warp to the select level.

Fly around the Levels

Enter the level skip code, then press L1 + □. This turns your hat into a helicopter, and enables you to fly around the levels.

Level Passwords

Level 3: □ □ □ △ X □ ○ △
Level 4: △ ○ □ △ ○ □ ○ X
Level 5: X ○ X △ X □ ○ X
Level 6: □ X △ ○ ○ ○ ○ X
Level 7: X △ ○ ○ □ ○ ○ X
Level 8: △ △ □ ○ □ ○ ○ X
Level 9: X ○ X ○ X ○ X ○
Level 10: △ □ △ □ X X ○ X
Level 11: ○ □ ○ □ X ○ ○ X
Level 12: □ □ □ □ X □ ○ □
Level 13: X X X □ X X ○ □
Level 14: □ △ ○ X X △ □ X
Level 15: ○ △ □ X X △ ○ X
Level 16: △ △ X X X △ □ X
Level 17: □ X △ △ □ △ □ X
Level 18: X X ○ △ □ △ □ X
Level 19: △ X □ △ □ △ □ X
Level 20: ○ X △ △ □ △ □ X
Level 21: □ □ △ ○ □ △ □ X
Level 22: X □ ○ ○ □ △ □ X

MACHINE HEAD

Enter these codes at the main menu.

Infinite Ammo

○, ○, ○, ○, L1, ○, L1, L1, ○, L1, ○, L1, L1, ○, L1, ○, L1, L1, L1, L1

Infinite Energy

○, L1, L1, L1, ○, L1, ○, ○, L1, ○, ○, ○, L1, L1, L1, L1, L1, ○, ○, L1

Level Passwords

Level 1.2: SQDZFO5TJJ
Level 1.3: HYM7GODECM
Level 1.4: EPPGHOXWDQ
Level 2.1: I54FHOD5BF
Level 2.2: E94FHOLLKJ
Level 2.3: MHLFHODTCM
Level 2.4: ALLFHOXGPU
Level 2.5: BDNJHOLLPU
Level 3.1: 5SBGHOXIKJ
Level 3.2: E9GGHOJIOH
Level 3.3: 9FOJGOLZJD
Level 3.4: SKAGHO9P4O
Level 4.1: JJOBNN9FCM
Level 4.2: EYWJHOP7BF
Level 4.3: JQNFHOT7BF
Level 4.4: 7G9DAOMOCE
Final Level: 6H8DAOQJ2F

MADDEN 97

Secret Teams

Enter TIBURON as the user under User Records. Then go back to the team selection screen and some secret teams should be available.

View Cinemas

When you first boot up the game, press and hold L1 + R1. Continue to hold them through the Sony logo until the Cinema screen shows up instead of the normal intro. To view the cinemas, click on them at the bottom of the screen.

MECH WARRIOR 2

Enter the following passwords at the password screen.

Cruise Control

Enter #AXO/A4YYA at the password screen. This will enable a cruise control, you just have to set your speed. Then focus on turning the torso and shooting targets.

Extra Variants

Enter T#XO/AX<<< at the password screen. When you enter the Change Mech screen you will notice extra weapon variants for each mech.

Extra Heat Sinks

Enter #XXO/A4>Y+ at the password screen. This will let your mech build up heat at a slower rate, which lets you fire at a faster rate with out overheating.

Unlock All the Missions

Enter T<XO/AXA<= at the password screen. This will unlock every mission in the game.

Extra Mech Chassis

Enter T/XO/AZ<#* at the password screen. This unlocks the first of two secret mech chassis, the Elemental. Entering #/XO/A4<LY at the passsword screen unlocks the second of the two secret mech chassis, the Tarantula.

Extra Jump Jets

Enter #/YXO/A>YOL at the password screen.

Overweight Mechs

Enter #OXO/A>>O/ at the password screen.

Extra Ammo

Enter TOXO/AX>TU at the password screen.

MORTAL KOMBAT 3

The Almighty Cheat Menu

When you first boot up, while the copyright info and Raiden's creed is on the screen quickly press □, X, ○, △, R1, R1, R2, R2, R1, R1. Shao Khan will say, "You will never win," if you entered the code correctly. Next, press START and enter the Kombat Cube screen. While the word Kombat is highlighted, press ✥ to bring up a question mark on the cube. Press X and you will enter the cheat menu. The cheat menu lets you gain unlimited credits, enable Smoke, turn fatality time off, and even kill your opponent with one hit.

The Hidden Character Smoke

Access the Ultimate Kombat Kode screen by pressing and holding the Block button. During the demo mode, roll the directional pad clockwise. When you finally enter the Ultimate Kombat Kode screen, input the following symbols: MK DRAGON, GORO, SKULL, GORO (press R1 once, △ six times, ○ nine times, and X six times). This gives you access to the hidden character Smoke.

Versus Screen Codes

Enter the Versus screen with the six boxes. Player one controls the three left boxes and player two controls the right three boxes. You can change the symbols displayed in the three boxes by pressing either □ (changes the first box), △ (changes the second box), and ○ (changes the third box). The amount of times you press a given button determines which symbol appears in the box. The symbols are as follows.

MK Dragon: no presses
MK Logo: one press
Yin-Yang: two presses
Number Three: three presses
Question Mark (?): four presses
Lightening Bolt: five presses
Goro: six presses
Raiden: seven presses
Shao Kahn: eight presses
Skull: nine presses

The following codes refer to how many times you press each button for each of the six boxes.

throwing disabled: 100-100
blocking disabled: 020-020
player one 1/2 power: 033-000
player two 1/2 power: 000-033
dark fighting: 688-422
quasi-randper (morph into your opponent about every 10 seconds): 460-460
jackpot: 987-666
player one 1/4 power: 707-000
player two 1/4 power: 000-707
space game (play Galaga): 642-468
winner fights Motaro: 969-141
winner fights Shao Kahn: 033-564
winner fights Noob Sailbot: 769-342
no fear: 282-282
no visible powerbars: 987-123
no uppercut recovery time: 688-433
unlimited run: 466-466
psycho kombat (dark fighting; quasi-randper; power bars flashing): 985-125
intro message: 123-926
winner fights Smoke: 205-205
*corribos disabled: 722-722
*super run jumps: 321-789
*special moves disabled: 555-556
*player one inflicts 1/2 damage: 390-000
*player two inflicts 1/2 damage: 000-390
*player one and player two inflict 1/2 damage: 390-390
*power bars slowly regenerate over time: 975-310
*super endurance (regenerate while inflicting 1/2 damage; unlimited runs): 024-689
*real kombat (no special moves, regenerating power bars: 040-404

** These codes have been added to the PlayStation version, and are not found in the arcade version.*

MORTAL KOMBAT TRILOGY

Play as Chameleon

Highlight the human Smoke, then press and hold ✥ + R1 + R2 + △ + □. When the round starts you will be playing as Chameleon.

Stage Select

Highlight Sonya at the character select screen and press ✥ + START. A boom sound will confirm that you entered the code correctly. After selecting a character, you will be able to pick the stage where you want to fight.

Konfigure Kode

Enter the options menu and highlight any of the four boxes. Then hold ✥ + L1 + L2 + R1 + R2 until you hear a boom sound and the screen shakes. You can now select the question mark. One of the options in the question mark screen is for one-button fatalities. The following button configurations perform the fatalities.

HP: Brutality
HK: Fatality 1
LP: Pit
LK: Fatality 2

R1: Friendship
R2: Animality
L2: Babality

Play as the Classic Characters
At the character select screen, highlight Rayden, Jax, Kano, or Kung Lao and press SELECT. The selected character will explode and change into the classic version.

MOTOR TOON GP

Extra Options
Highlight Options in the main menu, then press and hold L1 + L2 + R1 + R2. Continue to hold the buttons as you enter the options menu and you will have several new choices to select.

The Sony Ghost Car
To race against a perfect run by the Sony Ghost Data, first insert a memory card that has no previous Motor Toon ghost car saves on it. From the main menu, select Time Attack. Next, highlight Load Ghost Car from Video and press and hold R1 + X. This will bring you to a screen that says "Select a Video to Load." The only selection available will be 11: TEAM SCEI 2:33.07. Pressing X loads the ghost and eventually brings you to a Ghost Loaded screen. Press X to confirm the load, then start a time attack race like normal to see how you perform compared to the best Sony can offer.

NAMCO MUSEUM VOL. 1

Galaga Cheat
At the start of the game, don't begin shooting until all the enemies have assembled. Then destroy all the ships except for the yellow and blue ones in the first row from the left. Allow the two remaining ships to fly around and shoot at you for about 15 minutes. Do not fire a single shot. Once you are absolutely sure they have stopped firing at you, go ahead and destroy them. From that point on, no enemies will fire at you.

NAMCO MUSEUM VOL. 2

Grubda level select
At the title screen, press and hold L1 + L2 + R1 + R2, then press START. You can now choose any level to play on.

Dragon Buster—Raise Vitality
At the Dragon Buster title screen, press SELECT 10 times, then start a game. When your vitality drops to 32 or below, press L1 + R1. This will cost you a credit, but your vitality will rise to 128.

NANOTEK WARRIOR

Power Up Weapon
Enter X, □, △, ○, □, ○, X, △, X at the password screen.

Enter the following codes while the game is paused.

Random Curving
This makes the tube curve randomly: ○, SELECT, ✦, □, □, ✦, ✦, X.

Almost-First-Person View
△, ○, □, □, △, △, SELECT, START.

Change Enemy and Obstacle Positions
Memorized the game already? Enter this to mix it up a bit: R1, R1, ✦, ○, □, △, L2, X.

Camera Lock
Enter this code to keep the camera centered on the ship: ○, □, △, △, ○, □, △, START.

Destroy the Obstacles
□, ○, R2, R2, ✦, ✦, ✦, X

Stop on a Dime
△, ✦, △, ✦, △, ✦, △, START
Stop your ship by pressing △.

Refill Shield
SELECT, ○, ✦, ✦, ✦, L1, L1, X

Super Speed
○, □, ○, □, △, △, △, X

NBA! IN THE ZONE

Play as Jordan
At the team selection screen, press X, ○, X, X, ○, X, ○, X, X, ○, X, X, ○, X, ○, X, X, ○, X. Press and hold SELECT, then press START.

NBA! IN THE ZONE 2

All-Star Team
At the title screen, press and hold R2 + L1 + SELECT + START. You will be able to choose the All-Star team from the team select screen.

NBA JAM EXTREME

Special Teams
Prior to playing the game, enter the following initials and birth dates at the record keeping screens.

All Star East
LMH 6/28 - Team 1
EST 3/14 - Team 2

All Star West
WST 7/12 - Team 1
RMC 4/21 - Team 2

Happy Team
SAL 2/2 - Pirate Bill
MJT 3/22 - Mr. Happy
GRR 6/19 - Dufus The Clown
TOD 4/17 - Three Feet Under
GEM 11/3 - Mr. Unhappy
JLH 1/26 - Ooohh

Invisible Team
PJP 11/2

NBA JAM TE

Codes
Enter all the following codes at the Tonights Match-Up screen.
Power-Up Turbo: ○, ○, ○, □, ✦, ✦, ✦, ✦
Power-Up Offense: □, ○, ✦, □, ○, ✦, ✦
Push One and Both Fall: ✦, ✦, ✦, ✦, ✦, ✦, ✦, ○, ○
Push One and Teammate Falls: ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, ○, △
Tele-pass: ✦, ✦, ✦, ✦, ○, ✦, ✦, ✦, ○, □
On Fire: ✦, ✦, ✦, ○, △, ✦.
Dunk From Anywhere: ✦, ✦, X, ○, ○, X
Quick Hands: ✦, ✦, ✦, ✦, ○, ✦
Max Power: ✦, ✦, ✦, ✦, X, X, ✦.
Big Heads: □, X, ○, △, △, △, △, △.
Baby Mode: □, ○, ○, ○, ○, ○.
Huge Mode: △, X, X, X, X, X, X, X.
Mammoth Head Mode: □, △, ○, X, X, X, X, X.
Full Court Press: ✦, ✦, X, ○, X, ✦, ✦.
Speed Up Play: ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦, X, △.
Powered-Up Three Pointers: ✦, ✦, ✦, ✦, ✦, ✦, ✦.
Display Shot Percentage: ✦, ✦, ✦, ✦, ✦, △.
Powered-Up Goal Tending: ✦, ✦, ✦, ✦, ✦, ✦, ✦.

Extended Rosters
At the team select screen, press and hold SELECT. While holding SELECT, rotate the Directional pad counter-clockwise two times. You will now be able to play with an extended roster.

Hidden Players
To gain access to the following hidden characters, answer Yes at the initials prompt. Then hold L1 + R1 as you enter the following initials and birth dates.

END, January 1 - last game of the season
FIN, January 1 - win the season

Acclaim Team
STH, December 8 - Magic Hair
DAN, January 2 - Weasel
LIZ, August 7 - Max
GUN, January 11 - Fumungus
SAW, April 10 - Sequoia
WAN, June 10 - Pistol
CHD, May 5 - Chow Chow
GOW, July 17 - Brutah
THI, November 1 - Boo-Boo
KUB, April 14 - Kabuki
DEL, October 19 - Facime
AIR, January 21 - Air-Dog

Iguana Team
CHR, December 18 - Kirby
JAY, August 24 - J Moon
JAS, November 16 - J Falcus
SNK, June 15 - Snake
ZIG, April 17 - Hill
CAT, January 2 - Catling
BAR, April 9 - Hutchinson
DAZ, August 6 - D Falcus
HOG, December 31 - Hodgeson
SAT, May 7 - Tunnicliff
JAX, March 1 - Jax
MUS, December 24 - Mad Mike
BAA, July 12 - McHugh
TOM, February 19 - Higgins
ROB, February 23 - Gray

Williams Team
TUR, January 31 - Turmell
GOS, January 6 - Goskie
REV, July 6 - Rivett
CAL, March 25 - Carlton
DIV, July 3 - Divita
LIP, January 14 - Liptak

NBA Players
LAR, January 15 - Larry Bird
BLZ, January 14 - Carol Blazejowski
HOR, June 12 - Charlotte Hornet
BEN, September 20 - Chicago Bull
WOL, March 7 - Minnesota Timberwolf
APE, April 2 - Phoenix Gorilla

Sonic Youth
MOE, June 8 - Thurston Moore
GOR, July 3 - Kim Gordon
REN, February 4 - Lee Renaldo
SHY, June 8 - Steve Shelley

Beastie Boys
ADR, April 6 - AdRock
MCA, April 9 - MCA
M_D, July 1 - Mike D

Celebrities
BIL, June 3 - Bill Clinton
HIL, November 6 - Hillary Clinton
CHA, May 4 - Prince Charles
HEA, January 9 - Heavy D
JAZ, October 9 - Jazzy Jeff
FRS, February 2 - Fresh Prince
FNK, January 8 - Frank Thomas

NBA LIVE 97

Secret Players
Go to the create player option, then type in the names of the producers and programmers found in the back of the instruction manual. Be sure to press START at the last letter of each name.

NBA SHOOTOUT

All-Star Cheat Code
At the exhibition screen, press R1, R1, R2, R2, L1, L2, L1, L2. This will open a new bar, called All Star, under the three already present. Select it and choose to play in the 94/95 or 95/96 All-Star games, on new courts with new uniforms.

Check Out the Cheerleaders!
Press and hold L1 + L2 + R1 + R2 during half time.

Super All-Star Difficulty
Highlight Difficulty in the Game Options screen, then press L1, R1, L2, R2. You will now see a new difficulty level called Super All-Star Difficulty.

Extra Players
Go to the create player screen, then

enter any of the names from the credits list from the back of the instruction manual. Adjust the stats to your liking and add the created player to any of the teams. Whenever you score with that player, the announcer will call out the player's name.

NCAA FOOTBALL GAMEBREAKER

Easter Egg Screen
At the main menu, press L1 + R1 + L2 + R2 to bring you to the Easter Egg screen.

Game Codes
Enter any of the following codes at the Easter Egg Screen. All the codes are case-sensitive and affect both teams.
CPU - computer opponents are angry
Cannon - quarterback has stronger arm
Flash - juice or turbo boost
Injuries Up - easier injuries
Loose Cover - looser coverage
Midgets - all players are small
ND All Stars - Notre Dame All-Star team
Hands - easier catches
Super Stiff - better stiff arm
Tight Cover - tighter coverage
Jukes - player cuts quicker
Circus Flip - jumping receivers flip when they are hit
Long Dives - more yards when you dive
Hammer - bigger hits on receivers
Jack T - easier to knock the ball out of the wide receiver's hands
Giants - players are huge
Lights Out - dark stadium (only for night games)
Blizzard - snows really hard
Platinum - platinum-colored players
USC All Stars - Southern California All-Star team
Big Arm - quarterback has a stronger arm
Thunder Foot - kicker has strong leg
Blocking Up - offensive line blocks better
Tackles - tackling is better
Strap It Up - turns off all blocking and defense is jacked-up
Slow CPU - computer is slower
Politics - no fouls on the home team
Tornado - wind blows really hard
Gold - gold-colored players
OSU All-Stars - Ohio state All-Time
Healthy - the players are never hurt
Fast Clock - clock runs faster
Slow Clock - clock runs slower
Tasmanian - better spin move
Credits - shows credits
Dark Storm - ???
Hurricane - rains harder
ALA All Stars - Alabama All-Time
EMU All Stars - Eastern Michigan All-Time
Silver - silver-colored players
Bronze - bronze-colored players
Copper - copper-colored players
White Knights - white-colored players
Phantoms - black-colored players
Neb All Stars - Nebraska All-Time
Little Foot - kicker has a weaker leg
Helium - hang time is better on kicks
Blocking Down - weaker offensive line blocks
Tackles - tackling is better
Rock Em - hits harder
Interceptions - more interceptions occur
Fumbles - more fumbles occur
Swim Up - makes it easier to swim past someone
Swim Down - makes it harder to swim past someone
Cruel CPU - ???
Big Ref - referee is a giant
Big GB - gamebreakers are giants
Tiny GB - gamebreakers are midgets
Amazons - giant cheerleaders
Big Foot - kicker has a stronger leg
Mich All Stars - Michigan All-Time

NEED FOR SPEED

The Secret Las Vegas Track
Enter a tournament, then choose Password. Enter the password TSYBNS and press START. You can now return to the main menu and select any game mode. When you reach the track selection screen it will have a new track entitled Las Vegas.

Rally Tracks
After entering the password TSYBNS (see last entry), highlight any track. Press and hold L1 +R1. This will change the paved track into a dirt road.

The Secret Oasis Springs Track
After entering the password TSYBNS, highlight the track Rusty Springs. Press and hold L1 + R1 to access the desert course, Oasis Springs.

The Secret Car
After entering the password TSYBNS, choose any race mode. At the car select screen, highlight any car. Hold L1 + R1 to select the secret experimental car.

Arcade Mode
After entering the password TSYBNS, access the Race Location menu and highlight the segment view. Press and hold L1 + R1 and the words "Arcade Mode" will appear.

The Secret Lunar Springs Track
Enter the Tournament mode and input the password SPKSHC. Next, go back and choose any racing mode. Hold L1 + R1 + △ on Rusty Springs to access the secret track on the moon.

Machine Gun
Select a head-to-head game. After selecting your opponents car, immediately press and hold L1 + ○ + □ + ■. In place of a horn you will now have a machine gun.

Add Weight to Your Car
Enter TSYBNS at the password screen. At the car selection screen, select Car Showcase, then Mechanical. From here, select Next Slide. Add extra weight to the front of the car you are viewing by pressing L1, to the back of the car by pressing R1. The weight is marked by the number of red triangles at the end of the car.

NEED FOR SPEED 2

Bonus Track
Enter SHOTME at the password screen.

Extra Camera Angles
Hold down L1 + L2 + R1 + R2 + ✕ + △ + □ + ○ as soon as a race is selected.

Tournament Level Passwords
first password for finishing Proving Grounds: LDKMTD
finishing Outback: GRDWPG
finishing North Country: HTYSBG
finishing Pacific Spirit: WGVLQG
finishing Mediterraneano: BRQQQG

Faster Acceleration
Enter POWRUP at the password screen.

Bonus Cars
Enter the following passwords at the password screen.
Ford Indigo: LILZIP
school bus: BUSME
limo: LIMOME
semi truck: SEMIME
VW Bug: BUGME
van: VANME
Army truck: ARMYME
snow truck: SNOWME
T-Rex dinosaur: TREXME
station wagon: WAGOME
car: QUATME
outhouse: OUTHME
truck: JEPME
car: CITME
Volvo: VOVME
Jeep: YJME
Mercedes Benz: BNZME
car: BEETME
Mazda: MAZME
tram car: TRAMME
crate: CRATME
long car: LCME
log: LOGME
news stand: STDCME
product stand: STDAME
People of the Temple stand: STDBME

NFL GAMEDAY

Game Codes
Enter any of the following codes at the password screen (press SELECT from the options menu). Use only capital letters, and don't leave out any periods. The codes will affect both teams.
SKELETON - access two hidden skeleton teams:
STEROIDS - buffed players
CRUNCH.TIME - tackled players go flying
PICK.CITY - easy interceptions
CANNON.ARM - bullet passes
BIG.BOYS - bigger players
URNOTREDE - greatly increases game difficulty
MAYHEM - easier injuries
DEFENSE - power-up defense
JUICE - faster turbo boosts
STICKUM - easier tackles
OFFENSE - power-up offense

View All Cinemas
During the opening cinema, press and hold L1 + L2 + R1 + R2, then press START. Continue to hold the buttons to view all the cinemas.

NFL GAMEDAY 97

Game Cheats
Enter the Easter Egg screen by accessing the start game screen in either preseason or season play then press L1 + L2 + R1 + R2. From this screen enter the following codes.
Assassin - ?????
Atomic bomb - explosive hits
Bazooka - quarterback throws harder
Big stars - star players are bigger; better with higher camera
Blasters - ?????
Big Girls - cheerleaders are bigger
Blind ref - less penalties
Blizzard - strong winds when it's windy
Bo Knows - extreme shoulder charge
Brittle - more injuries
Broadway Joe - quarterback accuracy is better
Busy ref - more penalties
Butkas - better linebackers
Credits - shows credits
Crunchy - louder hits
Dark night - night is dark, (not suggested)
Defense - better defense
Dervish - ?????
Dempsey - higher field goals
Doc - fixes last Easter egg problem
Equlizer - ?????
Electric FB - electric football
Flea circus - players are little
Fridge - all players are big
Frog - higher hurdles
Gb speed - makes the game as fast as Gamebreakers
Gd Challenge - computer is harder
Genuis - computer is really hard
Gloves - less fumbles
Goliath - huge players
Hang time - punts and kick-off higher
Hatchet - invisibility
Hogs - offensive line blocks better
Home cooking - players are fatter
Ice skates - just like playing Madden 97
Idiot - computer is stupid
Infamous pop ups - adds pop ups from the last game
Juggler - ?????
Juice - faster speed burst
Long jump - higher jump - don't use if you put in Hatchet or frog
Loud mouth - announcer is louder
Karate - forearm shiver is a karate chop
Kraig - ?????
Mandarich - defensive line is faster

No time - clock never moves
Nyse - New York Sack Exchange makes jets better
Offense - offense is better
Ouch - stiff arm stronger
Pancake - use L2 and □ and you tackle in the air
Pinball - if runner does a stiff arm, players bounce back 10 yards when you hit them
Piston - jackhammer of a stiff arm
Rejection - higher jump; don't use with hatchet or frog
Sayers - runningback is stronger
scrabler - ??????
Sio mo - players are slower
Shout - crowd is louder
Squall - strong winds and rain
Steroids - harder hits
Stretch - one-handed catches if you use L2 while trying to catch the ball
Tempest - ?????
Tight cover - better coverage
Toast - easy to beat cornerbacks
Torreta - quarterback throws lob passes
Twister - strong winds

NFL QUARTERBACK CLUB 97

In Pre-Season mode, go to the team select screen and enter the following codes to activate each cheat.

Constant Turbo
L1, L1, △, △, L1, △

Fumble Mode
L1, L1, L1, L2, L1, L1

Landmine Mode
L1, L1, L1, R1, L1, L1

Two Super teams
L1, L1, L2, R2, L1, L2

Any Quarterback Can Throw 100-Yard Bombs
L1, L1, R1, R2, L1, R1

NHL FACE OFF '97

99 Points for Created Players
First, get the instruction booklet and turn to the credits page. Now go to the create a player screen and insert any of the names of the developers.

For their number, enter 1. For their position, enter F for forward. Make them right-handed, and for their weight enter 150. Do not touch any of the other options, and press △ to exit. Finally, go to sign free agents. The player you just created should have a number besides 1, should weigh more than 150, and should have an overall of 99. This means he has 99 for everything; skating, passing, shooting—you name it.

NHL OPEN ICE

Secret Character
Enter the initials G_H with the date March 31 to play as Mr. Hockey (Hall-of-Famer Gordie Howe of the Detroit Red Wings).

NHL POWER PLAY 96

Play as the Rad Army
To play as the Rad Army Development Team, enter R2, R2, R2, L2, L2, L2, then SELECT on the team select screen and the Quickstart screen.

NOVASTORM

Level Select Code
Enter the word TWIRLY then a space in the high score List. Go back to the main menu where you'll be able to enter the level select screen.

OFF WORLD INTERCEPTOR EXTREME

Extra Cash
Go to the main menu screen and choose Options. At the options screen, press □, X, then ○ six times in a row, followed by L1. This will give you lots of extra cash.

PANDEMONIUM

Various Cheats
Enter all the following codes at the password screen.
TWISTEYE - Hold L1 + L2 and move the D-pad left and right to rotate the screen. Push down to center it.
THETHING - Hold L2 and press the ○ to cycle through several contortions of your character. Press L2 + X to go back to normal.
HARDBODY - invincibility
BODYSWAP - press △ to change characters in the middle of a level
OTTOFIRE - permanent weapon
VITAMINS - 31 lives
CORONARY - lots of extra hearts
BORNFREE - select any level
TOMMYBOY - play the pinball game at the end of the level
CASHDASH - bonus screen after each level
EVILDEAD - immortal enemies
INANDOUT - just visiting

PEAK PERFORMANCE

Get the Hidden Cars
Porsche: Come in first place in all three difficulty levels on the Seven Tight Corners course. Now race the same course in Time Trial mode and go to the hotel, where you will find the Porsche parked.

Diablo: Come in first place in all three difficulty levels on the Uptown Driveway course. Then you have to come in first place in the new level that appears. Now race the same course in Time Trial mode and you will find the Diablo parked.

240ZX and the Bus: Finish the Bay Area course in under three minutes.

the Truck and the McClaren: Finish Pikes Peak in under two minutes, 30 seconds.

Motor Scooter: Race the Northern Country Time Trial counterclockwise. Go through the gate and over the bridge near the river, then explore to find the scooter.

Temporary Hidden Cars
The following will give you access to all the hidden cars, but you will not be able to save them for later use. While on the Garage Select menu, highlight Garage A, press and hold L1, then press ○. Next, highlight Garage B, press and hold L1, then press ○. Finally, highlight Garage C, press and hold L1 + R1, then press ○. You will be brought back to the previous screen. Choose Car Select. On the next screen, you will find a new garage called Special. Select this and you will be able to choose from four new cars.

PERFECT WEAPON

Level Password
Enter the following passwords at the password screen.

Start of Levels
Ice Moon - X, □, X, □, □, ○, □, ○
Garden Moon - ○, X, X, △, ○, ○, X, △
Forest Moon - ○, △, □, ○, □, □, △, △
Desert Moon - ○, X, X, X, △, ○, △, △
Proteus Moon - X, X, □, X, □, □, △, ○

Overseer
Ice Moon - △, △, X, □, △, △, X, ○
Garden Moon - ○, ○, X, □, X, X, ○, △
Forest Moon - △, ○, X, X, △, □, △, △
Desert Moon - ○, X, ○, ○, □, ○, X, □
Proteus Moon - □, ○, X, X, □, □, □, △

Invincibility
Pause the game then quickly press ○ + □ + ✦. Release the buttons, then press ✦ + R1 + R2. You will hear a sound if you entered the code correctly.

PHLOSOMA

Hidden Game
To play Phalanx, press and hold START + SELECT on controller two while the game is loading.

POD

Full Inventory
Press □ + SELECT to enter the map mode, and press ✦ until the arrow is pointing at you. Press START to rotate into the standard view. While rotating, press L1 + □ + X + ○. Press SELECT to exit the map mode. You can press △ to verify that the code worked.

Invulnerability
Make sure you have the drill. Go somewhere safe and press △ to bring up the weapon select menu. Select the frying pan and press △ to confirm your choice. Press △ again to bring up the weapon select. Press and hold ○ + R1 to increment the selected weapon until you get a flashing 999 in your health meter.

Ammo Refill
You must first be in foot mode. Do a back flip, and in mid flip press ✦ + X + ○. Check your inventory and you will see full ammunition.

Health Refill
You must first be in foot mode. Do a back flip, and in mid flip press ✦ + R2.

Fart Sounds For the Butts
Select Load Game from the main menu. Press L1 + L2 + R1 + R2, then let go.

See the Final Sequence
Select Load Game from the main menu, press and hold ➔, then press ○. Press △ to cancel. Press □ + ✦, then release. Press △ to cancel. The screen will now be showing the final kitchen scene.

Turn Off Collision Detection
You must be in Jet Pack mode. Locate a dead body and take energy from it. Stand on top of the body and press △ to bring up the weapons selection. Press L1 + ➔. You will start falling through the floor. Press △ to bring up the weapons selection, then press L1 + ➔ to turn the collision detection back on.

Stage Select
Press L1 + L2 + R1 + R2 + ✦ at the main menu screen, then release them. Next, press m to start a new game. At the difficulty screen, press L1 + L2 + R1 + R2 + ✦, then release them. Pick a difficulty setting and a level select menu will appear.

POWER MOVE WRESTLING

Play as the Hidden Character Sparrow
Enter the following code at the title screen: ○, ✦, △, ✦, □, ✦, X, ✦, X, ✦, □, ✦, △, ✦, ○, ✦. At the wrestler select screen, highlight Agent Orange and press SELECT.

Play as the Hidden Character Gorgon the Ring Announcer
Enter the following code at the title screen: L1, L1, L2, R2, R2, R1, △, ✦, X, ✦. At the wrestler select screen, highlight Agent Orange and press SELECT.

Play as the Hidden Character Sallie the Referee
Enter the following code at the title screen: ✦, ✦, ✦, ✦, △, X, □, ○, L1, R1, L2, R2, SELECT. At the wrestler select screen, highlight El Temblor and press SELECT.

PRIMAL RAGE

Bowling
This trick needs two players. On any stage, both players must choose Armadon. Next, each player must exe-

cute three Spinning Death moves at the same time (✦, ✦, ✦, ☐ + ○). If done correctly, you can play two frames of bowling with the worshippers as pins.

Caveman Volleyball
In a two-player game, play until you reach the Cove stage (the beach with the temples on both sides). When a caveman runs into the foreground after a combo, swat him into the air to your opponent, who should hit him back to you. Continue volleying the caveman. After a couple of passes, a volleyball net will appear, complete with a referee on a tall chair.

Falling Cows
In the two-player game, you must be on Ruin's stage, and one player must be Chaos. When the timer is just about to run out, have Chaos perform a Fart of Fury (hold △ + ○ and press ✦, ✦, ✦, ✦). If the green cloud is in the air when the timer reaches 0, cows will fall instead of fireballs when the match goes into sudden death.

PRO PINBALL

Turbo Mode
To play in Turbo mode, get a high score and enter PRO in the high score list.

PROJECT OVERKILL

You can enter the following codes during gameplay, or pause the game and highlight Sound Volume.

Cloak
Press and hold △, then press ☐, ○, ☐, ○. Release △. Next, press and hold X. Press △, △, then release X. The word "cheater" will appear at the top of the screen, and you will be cloaked.

Speed
Press and hold ✦, then press △, △, △. Release ✦. Hold ✦ and press X, ☐, ○, then release ✦. The word "cheater" will now appear at the top of the screen and you will move faster.

Shield
Hold ✦ and press ○, ☐, △. Release ✦, hold ✦ and press ☐, ○, X, then release ✦.

Refill Health
Hold ☐ and press ○, X, △. Release ☐, then hold ○ and press ☐, X, △. Finally, release ○.

Refill Ammo
Hold ○ and press ☐, then release. Hold △, press X, then release △. Hold ○, press X, then release ○. Hold X, press ☐, then release X.

Skip to the End of the Current Level
Press X, ✦, ✦, ✦. Hold ☐, press ○, then release ☐. Hold X, press △, then release X.

RAGE RACER

Mirror Mode
To race on a mirrored version of any track, first select a race. Then press and hold L1 + R1 + SELECT + START until the race starts.

Toggle the Rear View Mirror
To turn off the rear view mirror, pause the game and press L1 while holding △.

Enhanced Colors
For additional colors when painting your own logo, move the cursor out of the painting area and simultaneously press L1 + L2 + R1 + R2 + SELECT. An RGB option will appear. To change these values, press left or right on the D-pad and R1 + ✦ or ✦.

Rotate the Logo
To get a better idea of how your logo will appear on a car, hold L1 + R1 and press any direction to rotate and flip your artwork.

RAIDEN PROJECT

Free Play Code
At the title screen, choose Adjust Settings, then Miscellaneous, then select Credit Limit. Press ☐ + X + ○ + △. Credit Limit will change to Free Play.

Mission Select
At the difficulty settings screen, press and hold L1 + L2 + R1 + R2, followed by the START button.

16 Credits
Using controller two, set the credit limit to nine and start the game. As player two is launching, grab controller one and press start. Let the player two ship die and player one will now have 16 credits.

RALLY CROSS

Enter the following codes in the New Season Name. Once you've entered a code, you don't actually have to finish or even play the season—just back out to the main menu and play whatever mode you wish.

Game Cheats
stone - heavy cars that hug the road
feather - light cars that bounce around
float - low-gravity cars really fly when they catch air
spinner - car wheels turn 90 degrees
fat tires - you get fat tires
no wheels - AKA wipeout rally
wheels - the opposite of no wheels
banzai - turns off collision detection with other cars
noviscious - mud, water, ice, and the like won't slow you down
radbrad - realistic gravity

More Game Cheats
These codes will give you access to other cars and tracks
vet me - equivalent to winning the rookie season
im a pro - equivalent to winning the veteran season
weeoo - equivalent to winning the normal, head-on, and mixed pro seasons

RAYMAN

Unlimited Continues
When you reach the continue screen with three or less continues, press ✦, ✦, ✦, ✦. Your continues will increase to 10. You can do this as many times as you like, as long as you have three or less continues left.

Fight the Final Boss
Enter 942KV3W9XD at the password screen.

TV Screen
To turn on a small TV window in the top center of the screen, first pause the game. Then press and hold R2 while you press ✦, ✦, ✦, ✦, ✦, ✦.

Hidden Rayman Animation
After the Ubi-Soft logo appears, press and hold L1 + L2 + R1 + R2. Continue to hold them until the animation of the brick wall, then press and hold START. When the screen goes black, release.

99 Lives
Enter XNB9FMI2Z? as the password.

REBEL ASSAULT

Access all the levels
easy level: X ○ X ○ X △
medium level: X ☐ △ △ X △
hard level: X ○ ☐ △ X △

RE-LOADED

Play as the Hidden Character Fwank
On the character select screen, highlight Mamma and press L1, ○, R1, ✦, ✦, R1, ○, L1, L1. A red balloon will appear over Sister Magpie. Highlight and select her slot to play as Fwank.

Extra Ammo
For extra ammunition, pause the game then press and hold L1 + L2 for 10 seconds. With these buttons held, press △, ✦, ✦, ○, △, ✦. After entering the code, you will be able to refill your ammo by pausing the game and selecting the ammo option that appears.

Healing
To heal yourself, pause the game and hold L1 + L2 for 10 seconds. With these buttons held, press ✦, ✦, ✦, △, ✦, ✦. After entering the code, you will be able to heal yourself by pausing the game and selecting the health option that appears.

Level Skip
Pause the game and hold L1 + L2 for 10 seconds. With these buttons held, press ✦, △, X, ✦, ○, △, ✦.

Weapon Power-Up
Pause the game and hold L1 + L2 for 10 seconds. With these buttons held, press ✦, ✦, X, ○. After returning to gameplay, you can power up by pausing the game and selecting the power option that appears.

RETURN FIRE

Level Passwords for One-Player Games
2: Umbrella, Bird, Butterfly, Flower
3: Face, Teapot, Bunny, Umbrella
4: Bunny, Umbrella, Bird, Bird
5: Flower, Umbrella, Bunny, Teapot
6: Bird, Teapot, Butterfly, Butterfly
7: Bear, Bear, Clover, Bird
8: Bunny, Teapot, Umbrella, Heart
9: Clover, Butterfly, Bird, Heart
10: Heart, Butterfly, Teapot, Heart
11: Umbrella, Umbrella, Bird, Flower
12: Flower, Teapot, Clover, Butterfly
13: Heart, Umbrella, Clover, Heart
14: Bunny, Face, Flower, Clover
15: Bunny, Face, Bear, Bird
16: Flower, Umbrella, Bird, Bunny
17: Flower, Bear, Heart, Umbrella
18: Face, Bird, Heart, Clover

RIDGE RACER

Race Backwards
Start a race on either of the extended tracks, immediately turn around, and increase your speed to at least 60 mph. Break through the wall at the finish line and race the track backwards.

Eight New Cars
Kill all the enemy ships in Galaxian at the beginning of the game to receive the eight new cars.

Race as the Black Car
To race as the black car, beat it in the Time Trial Extra mode.

Control the Flag
At the title screen, press and hold any two shoulder buttons. While holding the shoulder buttons, press any of the other buttons or any direction on the D-pad to move the flag.

RIDGE RACER REVOLUTION

Funky Cars
At the Galaga '88 game, press and hold L1 + R1 + ✦ + SELECT + △. This enables a laser that wipes all the enemies off the screen, resulting in a perfect

score. This will give you some funky cars with big wheels.

Race Backwards
Start a normal race, then a short distance from the starting grid turn 180 degrees and accelerate to over 60 mph. Crash through the wall in front of you. You will now be racing on the mirror image of the track.

Eight New Cars
To access eight additional cars, you must destroy all the aliens in the Galaga '88 game that appears while loading.

Control the Spotlights
Hold down L1 + R1 at the main title screen to enable you to control the spotlights. Use the D-pad to move them.

Secret Cars
Finish first on the three regular tracks in Race mode, then defeat the indicated car on its respective track in Time Trial mode.

Race the Track Backwards
Come in first on all three tracks and you will be able to race them in reverse.

360 Degree Spin Mode
Highlight the Select option on the Pre-Race screen. Hold down □ + ✕ and select your track, car, transmission, etc., using the START button. After making your selections, highlight the Start option on the Pre-Race screen. While still holding □ + ✕, press SELECT, then press the START button to start the race. Keep holding everything until the race is about to begin. You will be asked to try 360 degree spins on some corners during the race, and your spinning skills will be rated from zero to 100.

Secret Bonus
If you let all 40 aliens pass by and get a score of zero in Galaga '88, a single firework burst will go off and the words "Secret Bonus" will flash on screen. Go to the Other screen and you will have the option to choose a race setting from Normal, Morning, Evening, and Night.

Toggle Mirror
While racing in the first-person perspective, pause and press △ + L1 to toggle the rearview mirror on or off.

External View Zoom
In external view, pause and hold down △ and press L1 or R1 to zoom in or out. Press L1 + R1 to reset.

RISE 2-RESURRECTION

Boss Codes
Enter the following codes at the character select screen to make five different bosses appear in a bonus box on the bottom of the screen.

Vitriol
↑, ↑, ↓, ↑, ↑, ↓, ↑, ↓, ↑, ↓, ↓
Supervisor
↑, ↑, ↓, ↑, ↑, ↓, ↑, ↓, ↑, ↓, ↑
Assault
↑, ↑, ↑, ↑, ↓, ↑, ↓, ↑, ↑
Mayhem
↑, ↑, ↓, ↑, ↑, ↓, ↑, ↓, ↓
Anil 8
↑, ↑, ↓, ↑, ↑, ↓, ↑, ↑, ↑

ROBO PIT

Stage Select
At the main menu, press and hold L1 + L2 + R1 + R2, then press SELECT. A message will appear in the upper right-hand corner with the stage number. Press ← and → to choose the stage you want.

ROBOTRON X

Power-Ups at Will
Anytime during a game (do not pause) you can make power-up items appear next to you. You can only enter the codes five times per stage.
shield: ↑, ↑, □, ○
two-way weapon: ↑, △, ↑, △
three-way weapon: ↑, ↑, □, ✕
four-way weapon: ↓, ↓, ↑, ○
pulse wave: ↑, ○, ↓, ↑, □
flamethrower: ↓, ↑, ↓, ↑, ○

SAMURAI SHOWDOWN 3

Play as the Boss Zankuro
To access Zankuro, go to the versus mode and highlight Hashmaru with both controllers. Press ↑, ↑, ↓, ↑, ↑, ↑, ↑, ↓, ↑, ↑, ↑, ↑, then press ✕ + ○ + START. Zankuro will appear in the center of the screen.

SHELLSHOCK

Invincibility
Begin a game then quit by pressing START and SELECT. At the main title screen enter ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↑, ↑, △.

Mission Password
To play a mission where you get to take out the terrorists camp in the mountains, go to the password locker in the briefing room and enter the following password: 4L2CZCQKDAABACQDB.

Debug Menu
Go to the main title screen and quickly press ↑, ↓, ↑, ↑, ↓, ↑, ↓, ↑, ↓, □.

SIM CITY

Chopper
Press the following to enter a helicopter mode: R2, L2, R2, L2, R2, L2. To cancel this mode, press R1, L1, R1, L1, R1, L1.

Free Flight
To fly around the city without being constrained to the roads, enter ↑, ↑, ↑, ↑, ↑, ↑, L2, R2, START, START. You can also press ↑, ↑, ↑, ↑, ↑, ↑, L2, R2, □, □ for the same effect. To cancel this mode, simply press START. The following are the controls for flight:

R1: Altitude Up	↑: Look Up
R2: Altitude Down	↓: Look Down
L1: Propel Forward	←: Turn Left
L2: Propel Backward	→: Turn Right

City Nights
To go from night to day and back again, enter ↑, ↑, ↑, ↑, ↓, L2, R2. To turn off this mode, press ↑, ↑, ↑, ↑, ↑, ↓, L2, R2.

Fade to Black
To make the screen fade to black, press ↑, ↑, ↑, ↑, ↑, ↓, L2, R2. To pause the fading, press ↑, ↑, ↑, ↑, ↑, ↑, L2, R2. To return to normal, press ↑, ↑, ↑, ↑, ↑, ↑, L2, R2.

Map Mode
To bring up a transparent map with your position on it, press R1, R2, R1, R2, R1, R2, R1, R2. To cancel the code, press L1, L2, L1, L2, L1, L2, L1, L2.

Nugget Grab Cheat
This cheat increases your funds. Enter the chopper cheat eight times (see previous entry) by turning it on then off, leaving it on the eighth time. Next, press L2, R1, L2, R1, L2, R1, L2, R1. A trail of gold nuggets will appear. Drive around and collect them to increase your funds.

SKELETON WARRIORS

Invincibility
Press ↑, ○, □, □, ↑, ✕ during a game.

SLAM AND JAM

Secret Teams
At the main menu, press ←, →, ↑, ↓, R1, L1, □, ←. A buzzer will sound, then immediately press ←, →, ↑, ↓, R1, L1, □, ↑. You will hear another buzzer. Two new teams will now be available for selection: the Left Field and the Monsters.

Big Head Mode
Just before the start of a game you will be brought to two scouting report screens, one for each team. At the second screen, highlight Continue and press ✕ or START. As the screen disappears, immediately start to quickly tap the L1 button until the tip-off. After the tip-off, press START to pause the game, then unpause the game and the players will all have large, inflated heads.

Small Player Mode
At the second scouting report screen, highlight Continue and press ✕ or START. As the screen disappears, immediately start to quickly tap the R1 button until the tip-off. After the tip-off, press START to pause the game, then unpause the game. The players will be tiny.

Shot Percentage Indicator
At the second scouting report screen, highlight Continue and press START or ✕. As the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press START to pause the game, then unpause. Whenever a player takes a shot, an on-screen percentage indicator will tell you the chances of its success.

SLAMSCAPE

Level Passwords
Uraniumania: △ ✕ ✕ □ ○ △ ✕ △
Repsychler: ✕ ○ ○ △ □ □ ○ ✕
Endless Bummer: ✕ △ ✕ ○ △ □ ○ ✕
Viva Los Vagrantes: ○ △ ✕ △ ✕ □ □ ✕

Movie Passwords
Entrance to Uraniumania: ○ ○ ○ △ △ △ □ △
Entrance to Repsychler: □ ○ □ □ △ ○ △ △
Entrance to Endless Bummer: ○ ○ ○ □ □ △ △ ✕
Entrance to Viva Los Vagrantes: ○ ○ ○ ✕ ✕ ✕ □ □
Game Over/Death: ○ ○ ○ ○ △ ○ ✕ ○
Game Over/Win: ○ ○ ○ △ ✕ ✕ △ ○
Exit: ○ ○ ○ △ △ ○ ✕ □

Full Weapons PowerUp
Hold SELECT, then press ← + □, → + ○, ↑ + △. Weapons are powered up each time you enter this code.

Kill Danger Ranger, Queen Snagger
Hold SELECT + L1 + R1, then press ←, □, →, □, ↑, □.

Hidden Movie with Production Sketches and Another Band
□ □ ✕ □ □ △ ○ □

Unused Art Level
△ ○ ✕ △ ✕ ✕ △ ○

SOVIET STRIKE

Enter all passwords at the password screen.

FUGAZI - infinite ammo, fuel, and attempts
THEBIGBOYS - infinite ammo, fuel, and attempts, plus double damage
ELVISLIVES - infinite lives
IAMWOMAN - invincible chopper
MOUNTADEW, EARTHFIRST - infinite fuel
DRBENWAY - double damage
STRANGELUV - infinite ammo
SADISSA - four continues
NOSFERATU - seven continues
VULTURE - double fuel mileage
MIDNIGHOIL - infinite ammo, infinite fuel, invincible chopper

Level Passwords
Level 1: WORSTCASE or NOSFERATU
Level 2: GRANDTHEFT
Level 3: GROZNEY
Level 4: CHERNOBYL
Level 5: CIVILWAR

Worship the Chopper
Enter the password GHANDI to turn off your weapons and make all the troops from both the enemy and allies follow, then worship your helicopter.

Lynch the Chopper
To make all the troops from both the enemy and allies follow your helicopter, enter the password ANGRYLOCAL.

Peaceful World
To fly around with out anybody firing at you as well as turning off your own weapons, enter the password QUAKER

SPACE JAM

Extra Options
At the Space Jam title screen, press □, △, ○, ↑, →, L1. Now go to the options screen, press and hold L1, L2, R1, R2, then press X. This takes you to an extra options screen where you can change the gravity, toon, and monster size as well as the court you play on.

SPIDER

Refill Weapons and Health
Pause the game, then enter △, X, X, X, ○, X, □, △, X, △, ○.

Flea Mode
Pause the game, then enter △, □, ○, △.

Level Passwords
Laboratory
lab floor: 1FMLC 939GP R8F3B F7KT1
sinks: CHMLC 939GP R8F3L WGTS3
lab top: 86MLC 939GP R8F3V FQS54
70s room: FW1MC 939GP R8F3B F7KT1

Factory
boxes: FW1MC 939GP R8F36 DTTS3
conveyors: BSRMC 939GP R8F3V TKKT1
machine room: WDRQC 939GP R8F3L M8S95
tubes: 8WV5L 939GP R8F36 DTTS3
mechanical arm: 8WV5L 939GP R8F3G 1QJB4

City
down the street: 9WV5L 939GP R8F3L RT6S4
side of building: 6SXXS 939GP R8F3L RT6S4
park: W9PNT 839GP R8F3B 9LVS3
under the street: N7KB3 Y19GP R8F3V 95HR5
along the street: N7KB3 Y19GP R8F3G GK4T3

Museum
display cases: P7KB3 Y19GP R8F3B PFGC3
volcano: G7KB3 Y11GP R8F3B PFGC3
dinosaur bones: H7KB3 Y1QFP R8F3Q XSDS4
model city: J7KB3 Y1GWP R8F31 766D1
temple: K7KB3 Y1B15 S8F3Q XSDS4
museum boss: K7KB3 Y1B15 S8F3B TQBB4

Sewer
the wells: V7KB3 Y1B15 S8F3Q S7QC1
along the sewer: W7KB3 Y1VBV P8F3L C1M95
food carton: X7KB3 Y1VLN 7BF31 CH1C3
up the well: Y7KB3 Y1VV1 6QF3Q S7QC1
Ryan's world: Q7KB3 Y1LDR TQD3V KCDT1

Evil Lab
circuit boards: Q7KB3 Y1LDR TQD3L CQSR3
lab top: R7KB3 Y118H 56T1W TY4R4
hard drives: S7KB3 Y118H 56T1T CQSR3
Brian's folly: T7KB3 Y118H 56TIF NY4R4
on the ceiling: T7KB3 Y118H 56TIT C4LD1
Kip's bonus: 68KB3 Y118H 56T15 1P6C4
brain boss: 68KB3 Y118H 56TIT MVM35

SPOT GOES TO HOLLYWOOD

Cool Menu
On the title screen, press △, ↑, →, ↓, ←, △, ↑, →, ↓, ←, △. You will see a new option called COOL. Select it and you can then choose Open All Options, which lets you start from any level.

View Some FMVs
Enter the Cool menu code, then go to the level select screen. Press and hold □, then press START.

Get 50 Lives
Enter the Cool menu code, then pause the game during a level and press □.

STAR GLADIATOR

Big Head Mode
Just before a round begins, hold → + START + □ + ○ until the fighters appear.

Little Head Mode
Just before a round begins, hold ← + START + □ + ○ until the fighters appear.

Wall Mode
Finish the game under six minutes with any of the characters to get the best ending. When you return to the option menu, you will find a new option for walls around the ring.

Night Fighting
Before a fight begins, hold R2 + L2 + ←.

Change the Camera Angle
Win a fight, then immediately press and hold ○ + X before your character starts its victory pose. Continue to hold the buttons during the pose. Press □ to zoom in, △ to zoom out, and the D-pad to change the camera angle.

Play as Bilstein
Enter the arcade mode. At the character select screen, press and hold SELECT. Highlight Gore and press X, ○, X, ○, □, □, □, △, △, △, then press X + ○. Move the cursor to the right of Gore to find Bilstein.

Play as Kappah
Enter the Bilstein code, then start a game in Arcade mode. At the character select screen, highlight Bilstein. Hold SELECT, highlight Hayato to the left, then press ○, □, △, □, X, □, △, □, ○, □, followed by X+△. Kappah appears. If you move your cursor to the left of Hayato, you will be able to play as Kappah.

Play as Blood
Enter the Kappah code. At the character select screen, highlight Hayato, hold SELECT, and move the cursor left to Bilstein. Press X, □, X, □, X, □, then press → to highlight Kappah. Press ○, △, ○, △, ○, △, then press L1 + R1. Blood will appear to the right of Kappah.

Fight the Real Bilstein
To fight the real Bilstein, and to see the good ending for your character, you must beat all the characters before the timer reaches six minutes (or three minutes in a one-round game). The real Bilstein will be the final boss.

Fight Kappa
You must have the timer at 00 when you beat the opponent in Round three. Kappa will be the fourth opponent.

STEEL HARBINGER

Level Select
Enter these codes at the title screen.
Los Angeles: ○, ○, R2, R2, ↑, →, ↑, L2, L2, △
Los Angeles 7: ○, ○, L2, L2, ↑, →, ↑, R2, R2, △
Las Vegas: □, □, L2, L1, ↑, ↓, R1, R2, →, ↑
Las Vegas 7: △, △, L2, L1, ↑, ↓, R1, R2, →, ↑
San Francisco: ○, □, L2, R1, △, L1, R2, ↓, →, ↑
Houston: L2, L1, R1, R2, ○, →, ↑, △, →, ↑
Washington: ○, ○, L1, R1, L2, R2, →, ↑, △, □
Florida: L1, R1, □, ○, R2, L2, →, △, →, ↑
Nebraska: □, □, →, ↑, □, ○, ○, →, ↑, □
Moon Base: R1, R1, L2, R1, □, △, △, →, ↑, R2

STREET FIGHTER ALPHA

Play as M. Bison
Highlight the random character select box, then press and hold L2. Next, press →, →, ↓, ↓, →, ↓, ↓, →, □ + △. To get M. Bison's alternate uniform color, press →, →, ↓, →, ↓, →, ↓, →, ○ + X.

Play as Akuma
Highlight the random character select box, then press and hold L2. Next, press →, →, ↓, →, ↓, →, ↓, □ + △. To get Akuma's alternate uniform color, press →, →, ↓, →, ↓, →, ↓, →, ○ + X.

Play as Dan
Highlight the random character select box, then press and hold L2. Next press △, □, X, ○, △. To get Dan's alternate uniform color, press △, ○, X, □, △.

STREET FIGHTER ALPHA 2

Play as Original Chun Li
Highlight Chun Li, then press and hold SELECT for more than three seconds. Next, press any of the attack buttons to choose Chun Li. She will be dressed in the original costume. Her Kikoken move changes to charge back, then press Forward and Punch.

Play as Shin Akuma
Put the cursor on Akuma, then press and release SELECT. Next, move the cursor over these characters in this order: Adon, Chun Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Leave your cursor on Akuma, press and hold SELECT, then press any attack button. You can now select Shin Akuma by highlighting Akuma and pressing and holding SELECT for three seconds. You can save him to a memory card.

Mid Level Bosses
You need to win five rounds using Super Combo or Custom Combo finishes and no continues. A new character will appear at the fifth round.

Fight Shin (true) Akuma
Player one needs to select a character by pressing a punch button, and player two needs to select a character by pressing a kick button. Do not lose a round or continue, and you must get at least three perfects. Shin Akuma will appear as the final boss on the eighth match. You must beat him or he will not reappear.

STREET FIGHTER THE MOVIE

Play as Akuma
Press ↑, R1, ↓, L2, →, L1, ←, R2 at the player select screen. You must enter the code quickly for it to work. If you are unsuccessful, go to Guile and try again. After entering the code, choose Guile to play as Akuma.

STREET RACER

The Secret Cups Passwords
Go to the options screen and highlight the cup password option. Then enter any of the following passwords.

Silver Cup: TRAFIK
Gold Cup: NEJATI
Platinum Cup: DOUGAL

Hidden Driver and More
Enter the password TURGAY for a hidden driver, a hidden level, and many advanced options.

SUIKODEN

Resurrect Gremio
Gremio can be resurrected, but you must defeat Teo with Pahn and recruit all 108 Stars of Destiny. Before the final battle, Leknaat will resurrect your friend.

Show Me the Money
In Rockland, talk to Marco and bet as much money as you can. When she stops switching the cups around, look under the cup on the far right. Play again, and this time look under the middle cup. Quit, and come back again. Repeat this method to get a lot of money!

SUPER PUZZLE FIGHTER 2 TURBO

You can select hidden characters in all modes except Street Puzzle mode.

Play as Akuma
For player one, put the cursor on Morrigan, hold SELECT, and enter ↓, ↓, ↓, ↓, ↓, ↓, ○. For player two, put the cursor on Felicia, hold SELECT, and enter ↓, ↓, ↓, ↓, ↓, ↓, ○.

Play as Devilot
For player one, put the cursor on Morrigan, hold SELECT, and enter ↑, ↑, ↑, ↑, ↑. When the timer reaches 10 seconds exactly, press ○. For player two, put the cursor on Felicia, hold SELECT, and enter ↑, ↑, ↑, ↑, ↑, ↑. When the timer reaches 10 seconds exactly, press ○.

Play as Hsien-Ko's Sister
For player one, put the cursor on Morrigan, hold SELECT, move the cursor one square to the right, and press ○. For player two, put the cursor on Felicia, hold SELECT, move the cursor two squares to the left, and press ○.

Play as Anita
For player one, put the cursor on Morrigan, hold SELECT, move the cursor two squares to the right, and press ○. For player two, put the cursor on Felicia, hold SELECT, move the cursor one square to the left, and press ○.

Stage Select
After selecting your character, hold L2 + R2 + SELECT and choose your handicap. While still holding L2 + R2 + SELECT, press one of the following buttons.

Donovan: ○	Devilot: R1
Hsien-Ko: ✕	Morrigan: ↑
Sakura: △	Chun-Li: ↓
Felicia: □	Ryu: ←
Akuma: L1	Ken: →
Dan: no button	

Play Against CPU Devilot
Before reaching stage seven, you must complete all of the following, without continuing: defeat an opponent within one minute in one round; have at least one Super Combo; have a maximum chain of four or more; have a maximum Power Gem of at least 20 units.

TEKKEN

Play Galaga with Two Ships
While the game is first loading, press and hold ↑ + L1 + △ + ✕ on the player two controller.

Play as Heihachi
Beat the entire game, without continuing, to play as Heihachi.

Play as Devil Kazuya
Beat all the rounds of Galaxian at the beginning of the game.

Play as Sub-Boss
You must first defeat all the normal characters, then defeat your character's sub-boss. Now you will be able to play as your character's sub-boss.

Player Costume Change
At the character selection screen, press □ + △ for costume one, or ✕ + ○ for costume two.

TEKKEN 2

Play as Roger/Alex
First, acquire all the sub-bosses and defeat Devil Kazuya. Next, start a game in arcade mode and select Heihachi. At the third match, let the opponent work you down to 5% energy, then come back and win the match. If done correctly, you will hear the announcer say "Great!" Your fourth match will be against Roger/Alex. Defeat him and the following six matches and you will be able to play as Roger/Alex.

Purple Kazuya
Kazuya is the only character with a third outfit. Use the START button to select Kazuya and give him a purple outfit

Big Head Mode
First, beat the game and acquire all the bosses and sub-bosses. Next, when selecting a character, press and hold SELECT. Hold it until the match begins. For an even bigger head, win a match using the big head mode, then press and hold SELECT during the victory pose. Hold the select button through the character selection process until the match begins.

Wire Frame Mode a la Punchout
To turn your character into a green wire frame, first beat the game and acquire all the bosses and sub-bosses. Next, press and hold L1 + L2 when selecting a character. Hold them until the match begins.

Play as Sub-bosses
To play as any sub-boss, beat the Devil with each character.

Play as Kazuya
To play as Kazuya, beat the Devil with any sub-boss.

Play as Devil or Angel
Beat the Devil with Kazuya. Press punch or kick to select Angel or Devil.

TEN PIN ALLEY

Taunts
You can taunt the other team while playing in Team Play mode. During the team's approach, press and hold L1 + L2 + R1 + R2, then press the following:

△ - "Choke!" ○ - "Miss!"
□ - "Loser!" ✕ - "You Suck!"

TEMPEST X3

Level Select Cheat
At any point during a game, press and hold L1 + R1 + ← + △ + ○ + START + SELECT. You will hear a grinding noise if you entered the code correctly. Quickly let go of the buttons and immediately press L2, R1, ✕, △, and ↓. You will hear a word if you entered it correctly. Now any time you want to advance a level, press L1 + L2 + R1 + R2. You will go to the next level as soon as no more enemies are on the web.

Trippy Mode
At any point during a game, press and hold L1 + R1 + ← + △ + ○ + START + SELECT. You will hear a grinding noise if you entered the code correctly. Quickly release the buttons and press L2 + R1 + ✕ + △ + ↑.

Play Classic Tempest
To play classic Tempest, get the number one high score and enter your name as YIFF! or H V S.

TEST DRIVE OFF ROAD

Enter the following codes in the player name screen.

BEEFY - unlocks the monster truck
LOWRIDER - unlocks the stock car
SPRINTER - unlocks the buggy
FIFTY - unlocks the hot rod
FRIENDLY - unlocks track 7
SANDDUNE - unlocks track 8
CRAZY - unlocks track 9
ELITE - unlocks track 10
SNOWMAN - unlocks track 11
ALLTRACK - unlocks track 12
DAVON - unlocks no collision

TETRIS PLUS

Stage Select
Choose puzzle mode and select Password. As soon as the password screen appears, press ←, ↑, ↓, ←, ↑, →, ↑, ←, ↑, ↓, ←, ↑, →.

THEME PARK

Money Code
When it's time to enter a nickname, enter "bovine." Once the game starts, press and hold □ + ✕ + ○. This will give you lots of money as well as access to all the rides, shops, and attractions.

THUNDERSTRIKE 2

Level Select
Go to the password screen to enter the following codes.

South America
Level 1: ONHV0V6VEBDU55Q
Level 2: 2NIH70V9VEFDO592
Level 3: 7RH30V7AEFD64BI
Level 4: 8NH30V8EEJD24PI

Gulf 2: Oil Dispute
Level 1: VNHR0V0E6JDE531
Level 2: ORHV0U086NDA53A
Level 3: IFHD0U0U6RDM5P2
Level 4: NJHP0UKE6VDI5BI

Stealth
Level 1: 07HP0U0OAUDE45A
Level 2: U7HL0UNIAUDA5RA
Level 3: AFHP0UKUA2DM4HI

Central America
Level 1: FJHL0UGIJ2CE4KI
Level 2: G7HH0UJ72I2CA5R2
Level 3: 2BHP0URQI6CM58A

South China Sea
Level 1: KRG50URQ26GE4J2
Level 2: 0RGL0UTI3AGA5UI
Level 3: FRG9S1CM3EGM52I

Panama
Level 1: 93G5SD9UNGGE40A
Level 2: VVG55HUENGGA4SQ
Level 3: JNGH4CPUNKGM5TI

Eastern Europe
Level 1: L3GG4406V0EE5R1
Level 2: F7GK5S2OV0EA41A
Level 3: 27GK50UMV4EM58Q

Gulf 1: Canyon
Level 1: 7FGK48T6R8ME4NI
Level 2: 8JGK48VUR8MA5JQ

End: T7GK28U2SCMM40I

TIGERSHARK

Enter the following passwords at the password screen.
invulnerability: KURSK
infinite ammo: KIROV
improved weapons: RUBLE
no collision detection: BURAN
boxes showing where collisions will occur: DNEPR
blank pause screen: RUSSI
large funky-colored polygons: VOLGA
small funky-colored polygons: ROGOV
cancel all cheats: MINSK
hover over the water: SOYUZ
Sea Hunter hidden game: SNEEG
movie menu: KIEV
Bug Riders preview movie: BUGGY

Level Passwords
Level 2: AKULA
Level 3: PASHA
Level 4: MIRAS
Level 5: NAKAT

TIME COMMANDO

Level Passwords
Enter these passwords at the code menu and play the levels in easy mode.
Prehistoric: Start the game
Roman Empire: TUHOUEFY
Japanese: ADSAZGLY
European Middle Ages: ZJFKYGLZ
Conquistadors: EBELPWNF
Western: EVXGPWNN
Modern Wars: ENQOEQHJ
Future: NDWMHGEC
Beyond Time: XEMJBDFS

Refill Health
At any point in a game, pause by pressing START. Highlight Sound FX and enter X, △, △, ○, X, △, △, ○, □, □, X. You should hear a noise. When you unpause the game, your health should be at full!

Secret Boxing Ring Stage
Enter COMMANDO at the password screen.

TOBAL No. 1

Elevate the Camera
Enter either Tournament or Vs. mode. At the character select screen, press and hold L2 + R2 while selecting a character. Release the buttons after you've made your selection.

Alternate Costume
At the character selection screen, press ✦ followed by one of the attack buttons.

Play as the Bosses
Finishing the Quest mode lets you play as the bosses. Finish Quest One for SNORK, Quest Two for MUFU, Quest Three for UDAN, and Quest Four for Tori Robo (Udan's Dungeon).

Winning Poses
Press high, medium, low, or guard for different winning poses.

TOKYO HIGHWAY BATTLE

Max Money
After the opening FMV, press and hold L1 + L2 + R1 + START + ✦ on controller two as soon as the checkered flag background appears. Continue to hold the buttons until the title flashes and the words finish flying in from the sides.

TOMB RAIDER

Max Ammo and All the Guns
Push SELECT to get to the inventory screen, then press L1, △, R2, L2, L2, R2, ○, L1.

TOTAL ECLIPSE TURBO

Level Select
To bring up a level select, first go to the main menu. Press and hold the SELECT button, then press △, L1, □. Release the SELECT button and press △, L1, □, △, L1, □, ✦. Use ✦ and ✦ to scroll through the stage select.

10 Continues and More
Pause during gameplay, select Options, and press △, □, ○, □, △, □, L1, L1, R1. Go to the picture on the right and you should see a skull. Press △, □, L1, L1, □, △ and the game should restart. This will give you ten continues, ten planes, and ten plasma shots.

Stage Select
Enter the options menu, then go to the password entry area. Press and hold SELECT, then press △, L1, □. Release SELECT and press △, L1, □, △, L1, □. If you entered the code correctly, a stage select will appear and you can go to any stage in the game.

TRIPLE PLAY 97

Guaranteed Home Run
The following code must be entered for each batter while in Home Run Derby or a normal game. Press and hold L1 + L2 + R1 + R2, then press ✦, ✦, △, △, ✦, ✦, X, X very quickly. You will hear a chime to confirm correct code entry.

Super Players
If you want to play with some secret super players from the Triple Play 97 development team, go to the Custom Player option at the manager screen. Next, open your instruction booklet to the last page and enter any of the names from the credit list.

Mystery Stadium
To play in the hidden mystery stadium, first go to the stadium select screen. Press L1, R1, L1, R1, then hit START.

TWISTED METAL

Level Passwords
warehouse district warfare: ○ △ □ ○ ○
freeway free for all: X □ □ ○ △
river park rumble: X △ □ ○ □
assault on cyburbia: X □ △ △ △
rooftop combat: □ △ X ○ X
battle with minion: △ X ○ □ △

Super Codes
invincibility: □ △ X _ ○
infinite weapons: △ _ □ ○ ○
arena showdown (5 cars): □ △ ○ □ □
helicopter view: ○ ○ △ X _ (After entering the Helicopter View code, you must use your normal method of changing views to access the helicopter view. This code only works in the arena and on the rooftop.)

TWISTED METAL 2

Random Car Select
At the car selection screen, press and hold R1 to randomly select a car.

Hidden Characters
Enter the following codes at the car selection screen.
Minion: L1, ✦, ✦, ✦.
Sweet Tooth: ✦, L1, △, ✦.

Special Moves
You can perform these moves at any time during a match. They will drain energy from your super moves meter in the lower right-hand corner of the screen, but it will regenerate over time.
freeze blast: ✦, ✦, ✦
napalm: ✦, ✦, ✦
jump: ✦, ✦, ✦
shield (lasts 3 seconds): ✦, ✦, ✦
rear attack (fires currently selected weapon): ✦, ✦, ✦
mine: ✦, ✦, ✦
cloaking device (makes your vehicle invisible for 3 seconds): ✦, ✦, ✦, ✦
reverse freeze blast: ✦, ✦, ✦, ✦, ✦, ✦
reverse napalm: ✦, ✦, ✦, ✦, ✦, ✦
sell your soul (exchanges weapons for health): ✦, ✦, ✦, ✦, ✦, ✦, ✦, ✦
minion special (lets any car exchange all its special weapon power to use the mid-boss special weapon): while firing machine guns, press ✦, ✦, ✦, ✦.

Hidden Two-Player Tracks
At the two-player track select screen enter the following codes.
Jet Moto: ✦, ✦, ✦, R1
Cyburbia: ✦, ✦, L1, R1
Roof Tops: ✦, ✦, R1, ✦

Level Codes For Medium Difficulty
Axel
Moscow: X △ X X _ _
Paris: ○ △ □ _ △ _
Amazonia: △ △ □ ○ ○ _
New York: _ △ □ □ X _
Antarctica: X X △ □ △ ○
Holland: ○ X ○ △ ○ ○
Hong Kong: △ X ○ X X ○
Dark Tooth: △ □ △ □ _ □

Grasshopper
Moscow: △ X ○ _ _ _
Paris: X △ ○ □ □ ○
Amazonia: _ X ○ ○ △ ○
New York: ○ △ X ○ _
Antarctica: X □ □ ○ _ △
Holland: △ △ X □ ○ △
Hong Kong: ○ □ □ □ X △
Dark Tooth: X _ X □ □ _

Hammerhead
Moscow: _ △ X X X _
Paris: _ X △ □ X △
Amazonia: △ _ _ _ X ○
New York: △ △ X △ X X
Antarctica: △ X △ ○ X □
Holland: △ □ □ X □ _
Hong Kong: ○ △ ○ □ □ △
Dark Tooth: ○ ○ ○ _ △ X

Mr. Grimm
Moscow: △ △ X X ○ _
Paris: ○ X △ ○ △ X

Amazonia: X □ □ △ △ △
New York: △ _ _ ○ X ○
Antarctica: ○ △ X △ X _
Holland: X X △ _ ○ X
Hong Kong: _ X ○ X △ □
Dark Tooth: _ □ △ ○ ○ △

Spectre
Moscow: ○ △ X X △ _
Paris: _ △ □ ○ ○ X
Amazonia: ○ X △ □ △ X
New York: _ X ○ X X △
Antarctica: X _ _ _ ○ △
Holland: △ _ _ □ X □
Hong Kong: X △ X △ ○ □
Dark Tooth: X ○ ○ ○ _ △

Twister
Moscow: X _ _ △ ○ _
Paris: △ X ○ ○ X △
Amazonia: _ △ □ X □ ○
New York: X △ X ○ X _
Antarctica: ○ _ _ X □ △
Holland: _ X X _ _ ○
Hong Kong: X X △ X □ _
Dark Tooth: X □ _ □ △ ○

Mr. Slam
Moscow: X X △ □ X
Paris: X _ _ ○ X □
Amazonia: ○ △ □ _ □ X
New York: △ X ○ □ _ ○
Antarctica: △ _ △ ○ △ △
Holland: _ ○ _ _ ○ _
Hong Kong: □ _ _ △ _ △
Dark Tooth: □ _ □ △ ○ X

Outlaw 2
Moscow: _ X ○ _ △ _
Paris: △ △ X ○ △ _
Amazonia: △ □ □ □ △ _
New York: ○ X △ △ △ _
Antarctica: X △ ○ X △ _
Holland: X □ □ _ △ _
Hong Kong: _ △ X □ X X
Dark Tooth: _ ○ X _ △ _

Road Kill
Moscow: ○ X △ □ □ _
Paris: △ _ △ _ _ ○
Amazonia: X X △ ○ □ △
New York: ○ _ _ X _ X
Antarctica: _ △ □ X ○ _
Holland: X _ _ △ _ □
Hong Kong: △ △ □ △ ○ △
Dark Tooth: △ ○ X △ □ X

Shadow
Moscow: □ _ _ △ △ _
Paris: X X ○ _ △ X
Amazonia: X △ X □ ○ △
New York: X _ _ X ○ □
Antarctica: ○ X ○ ○ X ○
Holland: ○ △ □ △ □ _
Hong Kong: ○ _ △ _ □ X
Dark Tooth: ○ △ _ △ ○ _

Thumper
Moscow: ○ _ _ △ X _
Paris: X □ □ ○ ○ △
Amazonia: △ X ○ _ □ _

New York: X X △ △ X X △
Antarctica: △ △ □ _ _ _
Holland: X △ X _ □ △
Hong Kong: △ _ _ □ △ _
Dark Tooth: △ _ □ □ X ○

Warthog
Moscow: △ _ _ △ □ _
Paris: △ □ □ □ X □
Arrazonia: ○ □ □ ○ X X
New York: X □ □ _ X ○
Antarctica: _ X ○ △ _ □
Holland: △ X △ □ _ X
Hong Kong: ○ X △ □ _ ○
Dark Tooth: ○ □ _ ○ ○ □

V-TENNIS

Hidden Player: Play as Mattox

Highlight Match at the mode select screen. At the player select screen, enter L2, L2, R1, R1, R1, ✦, △, △, △, △, X. You will hear a ball bounce to confirm the code entry.

Hidden Player: Play as Adversa

At the player select screen, hold the buttons ✦, L1, R2, ✦, □, X. You will hear a ball bounce to confirm the code entry.

VANDEL HEARTS

Extra Experience Points

Some levels have healing circles (Acts Two and Three). After the enemies have been vanquished (the Healer in Act Three doesn't attack after all other enemies have been defeated), place your mages on the circles and repeatedly cast Mystic Shield or Bless Weapon on yourself. You get 15-17 exp. each time. Doing a few turns of this will give them needed HP and extra spells.

VIEWPOINT

Level Codes

Enter the following passwords at the options screen.

1-1: CGG	4-1: KGG
1-2: CLL	4-2: KLD
1-3: CRR	4-3: KRJ
2-1: FGD	5-1: MGJ
2-2: FLJ	5-2: MLD
2-3: FRN	6-1: PGL
3-1: HGD	6-2: PLG
3-2: HLG	6-3: PRD
3-3: HRL	

See the End-of-Level Movie:

Pause the game and press □, ○, △, ✦, ✦, ✦, R1, L2, R2, R1.

Invincibility

Pause the game and press □, □, ○, ○, △, X, □, ✦, ✦, ✦, ✦, ✦, L1, R1, SELECT.

VR BASEBALL 97

Field Of Dreams Code (If You Build It, They Will Come Cheat)

Choose Exhibition from the main menu. On the following screen, highlight Credits and press □, ○, □, ○, △. Upon correct code entry, you will return to the previous menu and the stadium name will be green. Start the game and you will be playing in a field of corn complete with farm house and barn. The only thing missing is Kevin Costner.

WWF WRESTLEMANIA

Full Combos Meter

To give your player a full combo meter at the start of a game, go to the player select screen and hold L1 + R2. Continue to hold the buttons and press □, X, ○, △. The word "Combo" will appear to confirm code entry. You will also notice that the combo meter will refill faster when it is depleted.

Unlimited Combos

To make the combo meter show up for every move, first go to the character select screen. Hold L1 and R2, then press □, X, ○, △. The combo meter will appear beneath your character after you correctly enter the code.

Invincibility

Press the START button to pause at any time during the game, then press X, △, R2, ✦. The screen will flash. When you unpause, you will be invincible.

Stop the Timer

Press the START button to pause the game, then press X, △, R2, ✦. The screen will flash. When you unpause, the timer will be stopped.

Super Strength

Press the START button to pause the game, then press X, △, L2, ✦. The screen will flash. When you unpause, your wrestler will incur extra damage.

Weaken Opponent

Press the START button to pause the game, then press X, △, L2, ✦. The screen will flash. When you unpause, all of your opponents attacks will do less damage.

WWF IN YOUR HOUSE

Pause any time during a game to enter any of the following codes. The screen will flash to confirm entry.

Charge combo meter with one hit: R1, L2, R2, L2, ✦

Increase damage of each attack: ✦, ✦, L1, L2, ✦

Decrease damage of each hit: ✦, ✦, L2, ✦, ✦

Turn off computer-controlled opponents: ✦, ✦, ✦, ✦, R2

Automatic super pins: ✦, ✦, ✦, ✦, L1

No damage: R2, L2, R2, L2, R1

WARHAWK

Level Passwords

Mission 1: △ □ X △ X X □ □
Mission 2: ○ △ △ X ○ ○ □ ○
Mission 3: X △ X □ □ △ □ △
Mission 4: □ △ X X X △ ○ □
Mission 5: △ ○ △ ○ △ X □ □
Mission 6: △ X △ □ ○ X ○ ○

Complete Code List

Preview epilog text: □ □ _ ○ □ X □ △
Check special upgrades text: □ _ ○ □ △ X X □
Warhawk a la mode (infinite weapons, invincible): ○ ○ ○ _ X △ X X
Infinite weapons (non-invincible): △ △ ○ △ □ △ △ X
Thor mode (9999 flash bombs, ultra-guns?): □ ○ □ □ △ X △ △
Kali mode (super swarmers, ultra-lock-ons): X ○ ○ □ X △ ○ △
Preview movies: △ X _ ○ ○ X △ □
Face to face with kreel: △ X △ □ □ □ X △
Kreel's door is open: △ X □ △ ○ □ X X
Above third force field: △ X □ ○ △ X △ □
Above second force field: △ X △ △ △ X ○ △
Above first force field: △ X X □ ○ □ ○
Stormland: △ X △ □ X ○ ○
In with the gatekeeper: △ ○ ○ △ △ X □ △
West gauntlet boss: △ ○ ○ □ △ ○ ○ X
East gauntlet boss: △ ○ X △ ○ X △ □
Gauntlet level: △ ○ △ ○ △ X ○ ○
Volcano boss is active: □ □ X X △ ○ □ △
Volcano level: □ △ X X X △ ○ □
Airship rear hanger open: X ○ △ ○ X △ □ □
Post-transformation airship: X ○ △ △ ○ ○ ○ X
Airship level: X △ X □ □ △ □ △
Approaching Uma: ○ ○ ○ □ △ △ □ △
In the canyon with Crystal: ○ □ △ □ △ △ □
In the canyon with Belle: ○ △ X □ ○ ○ △ △
In the canyon with Amber: ○ □ □ □ X ○ ○ △
Canyon level: ○ △ △ X ○ ○ □ ○
Desert all but done: △ ○ X △ ○ ○ X □
Pyramid has risen: △ □ X △ ○ □ ○ X
Desert level: △ □ X △ X X □ □

WCW VS. THE WORLD

Change Costumes

If you want to wrestle with the old costumes for Hulk Hogan or Sting, press START to select the wrestlers rather than X.

WIPEOUT

Accessing Rapier Class

Go to the main menu and highlight one player. Press and hold L2 + R2 + START + SELECT + ✦. Next, either find a friend or creatively use your nose to press X and enter the breakneck Rapier class.

Accessing the Hidden Seventh Track, Firestar

Go to the main menu and highlight one player. Press and hold L1 + R1 + START + □ + ○ + ✦. Next, either find a friend or train your dog to press X and race on the impossible Firestar track.

Turbo Start

To execute a turbo start, you need to have the red rev bar on the second line from the end when the announcer says "Go." To do this, try pressing the accelerator as the orange light comes on, or as the announcer says "one." Each vehicle has a different acceleration rate, so you will have to experiment with each of them to get the timing right.

WIPEOUT XL

Game Codes

To enter the following codes, keep L1 + R1 + SELECT pressed down anywhere in the menu.

piranha ship: X X X X ○ △ □
phantom class: △ △ △ ○ ○ ○
track cheat (enables you to race the first six tracks on easy): □ ○ X △ ○ □

To enter the following codes, pause the game and hold down L1 + R1 + SELECT.

mini gun: □ □ X □ ○ X △
infinite energy: △ X □ ○ △ X □ ○
infinite weapons: X X □ □ ○ ○ △
infinite time: △ □ ○ X △ □ ○ X

Access the Arcade Challenge 1

□ ○ □ △ ○ △ · △ ○ □ □ □ △ X □

Little Animals Instead of Ships.

Press and hold L1 + R2 + SELECT + START when you first boot up Wipeout XL. Continue to hold them until the title screen comes up.

WORMS

New Weapons, Easier Ninja Rope

Go to the options screen and enter the Weapons option. Move the cursor to where it is not highlighting any words, then press X + □ seven times. This will change the options, making several new weapons available as well as making the Ninja rope easier to use.

ZERO DIVIDE

Hidden Mini Game

Power up your game and hold START + SELECT on controller two until the developer's logo appears. If done correctly, a full-length shooter called Phalanx will appear.

Phalanx Invulnerability

Enter the Phalanx option screen, highlight the speed option, and press ↖ + L2 + R2 + △ at the same time. The background will turn red and you will now be invincible.

Computer Vs. Computer

To make the computer play itself, go to the title screen and hold L1 + L2 + R1 + R2. Highlight player one and hold ✦. Be sure that the cursor is on Vs. Play. While still holding all five buttons, press START.

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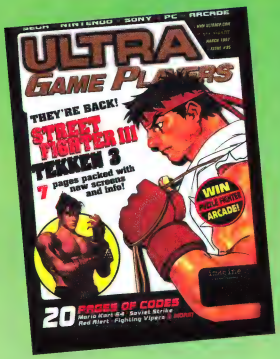

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5GPP8

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BATTLE ARENA TOSHINDEN 3

Random Character Select

Who really uses a random character select? I don't see the point, but I'll tell you how you do it, anyway. At the character select screen, just press and hold L1 + L2 + R2 + R1.

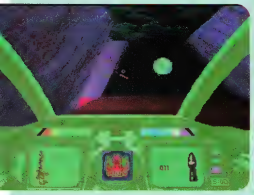
▲ **With so many different characters available, you might have a hard time choosing who to play as. Use the random select to leave the choice up to chance.**

DESCENT MAXIMUM

Maximum Codes

Here is a perfect example of how a few good codes can make an average game much more entertaining. Some will make the game easier, but it's those crazy psychotropic codes that should really get you excited. Trip out! You enter these codes during game play, so don't pause.

1. Mega-Wow (Weapons/Energy/Shields): □ △ ○ □ □ × □ ○ □ ×
2. All Keys: □ △ × △ ○ △ × △ × △ □ ×
3. Invulnerability On/Off: △ × △ ○ × □ × × ○
4. Cloak On/Off: × △ ○ □ ○ △ □ × △ × △ ○



▲ **Turn Descent Maximum into a crazy psychedelic disco on Mars. Wow! Trip out, man!**

5. Full Shields: △ × ○ □ □ × ○ △ □ × ○ □
6. Go Wingnut On/Off: △ □ ○ △ × □ △ ○ □ △ × ○
7. Turbo: △ □ ○ × □ × ○ □ △ ○ × ×
8. Extra Life: △ × □ ○ △ × □ × ○ × △ ○
9. Robots Move Fast, Fire Slow: △ × □ □ △ ○ □ × ○ □ △ ○
10. Colors: △ × ○ △ □ ○ × △ × △ ○ ×
11. Acid: □ △ ○ □ △ □ × △ × △ ○ ×
12. Mega-Wowie-Zowie (Mega-Wow/Keys/Levels): □ ○ × △ □ △ × △ □ × ○
13. All Accessories: □ △ ○ × × △ □ × ○ □ ○ ×
14. Hello Minnie!: × ○ × ○ × ○ × ○ × ○ ×

DYNASTY WARRIORS

Play As The Bosses And The Hidden Characters

It takes some work to get the bosses, but at least you will see all the final cinemas. To make it easy on yourself, set the game's difficulty to Very Easy and the matches to One.

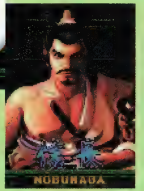
Zhuge Liang: First, you must beat the game with Guan Yu, Zhou Yu, Zhao Yun, and Zhang Fei. You can then find Zhuge Liang on the character select screen to the left of Zhao Yun or to the right of Diao Chan.

Cao Cao: Beat the game with Xiahou Dun, Dian Wei, Xu Zhu, Lu Xun, Taishi Ci, and Diao Chan. You will find Cao Cao to the left of Zhao Yun or to the right of Diao Chan on the character select screen.

Lu Bu: First, earn Zhuge Liang and Cao Cao, then beat the game with them. You will find Lu Bu to the right of Cao Cao on the character select screen.

Sun Shang Xiang: At the title screen, press ✦, ✦, ✦, ✦, △, □, L1, R1. A chime will sound to confirm correct code entry. Shun Shang Xiang will be to the right of Lu Bu on the character select screen, and you don't have to beat the game with anyone to get her.

Nobunaga: You must first earn the boss Lu Bu. Then press □, ✦, , ✦, ○ at the title screen. A chime will sound to confirm correct code entry. You will find Nobunaga to the right of Shun Shang Xiang on the character select screen.



Toukichi: You must first earn the boss Cao Cao. Then press ✦, ✦, ✦, ✦, ○, △, R1, R2 at the title screen. A chime will sound to confirm correct code entry. You will find Toukichi to Nobunaga's right.

Jet Moto

Enable Secret Codes

You'll find a *Jet Moto* code in this issue's Code Bible that unlocks all the tracks, but the rest of the codes were useless unless you were able to beat the entire game on Professional—until now! To get the "Codes Enabled" message to appear, just do the following: Enter the Options menu and set the difficulty to professional and the laps per race to six. Go back to the title screen and press ○, ○, ○, □, △, △, □, △ on controller one. A sound will confirm entry and a "Codes Enabled" message will appear. Now just enter any of the secret codes from the Code Bible, like unlimited turbos!

▲ **Finally, the elusive codes-enabled screen. Now you can use all those cool secret codes—if you're not one of those *Jet Moto* virtuosos who already got to this screen the hard way.**

View All the Endings

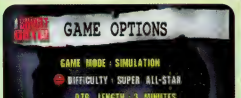
To view all the endings, enter the Options menu; set the difficulty to Amateur; turn off the turbos; and turn off the graphic. Now select Credits while holding down L2 on controller one.

▲ **Now you can see what you've been missing by not beating this very challenging game.**

NBA SHOOTOUT 97

Super All-Star Difficulty

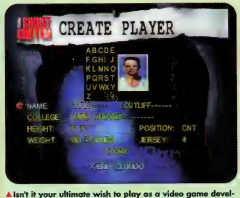
Do you think you're bad? Highlight Difficulty in the Game Options screen, then press L1, R1, L2, R2. You will now see a new difficulty level entitled Super All-Star Difficulty.



▲ **When you enter the Super All Star code, this is what you should see. Now you can get your ass whipped all the time.**

Extra Players

This really doesn't make a difference in gameplay, but it's still a trick. Go to the Create Player screen. Enter any of the names from the credits list in the back of the instruction manual, and adjust the statistics to your liking. Add the created player to any of the teams. Whenever you score with that player, the announcer will call out the player's name.



▲ **Isn't it your ultimate wish to play as a video game developer? I know it's mine.**

NORSE BY NORSEWEST:
THE RETURN OF THE LOST VIKINGS

Passwords for the 31 Levels

Enter the following passwords at the password screen if you want to skip around to see all the different levels.

1. NTR0
2. 1STS
3. 2NDS
4. TRSH
5. SW1M
6. W0LF

(*Continued on next page*)

▲ **Choose Load Game from the main menu to get to this screen. Notice how the passwords, when sounded out, spell a word. Some of these would make decent license plates.**

tip lines

Need a little extra help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain these lines, so we aren't responsible for the information available on them.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(310) 369-3900
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(415) 507-4545
Maxis	(510) 933-5630
Microprose	(410) 771-1151
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800) 695-GAME
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(303) 739-4019
Vic Tokai	(900) CALL VIC
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

7. T1M3
8. K4RN
9. B0MB
10. WZRD
11. BLKS
12. TLPT
13. GYSR
14. B3SV
15. R3T0
16. DRNK
17. Y0VR
18. 0VAL
19. T1N3
20. D4RK
21. H4RD
22. HRDR
23. LOST
24. 0B0Y
25. H0M3
26. SHCK
27. TNNL
28. H3LL
29. 4RH
30. B4DD
31. D4DY

▲ With these passwords, you can go anywhere you want, and no one can stop you! Pretty cool, huh?

TENKA

All Weapons On

This gives you all the bad-ass weapons right from start-very cool. Press START to pause the game. Press and hold L1; tap △, R1, △, □, R1, ○, □, □; then release L1.

▲ The coolest thing about this game, other than the ability to shoot off the legs of mutants, is the weapons. Now you can start out with all of them. It doesn't make the game much easier, but it does make it a lot more fun.

Level Select

Some of the levels can be quite challenging, so here's a level select for those too wimpy to deal. Press START to pause the game. Press and hold L2; tap ○, ○, □, △, R1, □, △, ○; then release L2.

▲ Quit pulling your hair out when you get stuck on a level. Now you can go anywhere you want....

TRIPLE PLAY 98

EA Dream Team

To play with EA's super team and their maxed-out statistics, go to the team selection screen and press L2, R2, L2, R2, ○, △. Then move over to the 33rd overall team to find the dream team.

▲ There should be a Dream Team in every sports game, so the uncoordinated out there can at least compete.

Extra Fields

At the stadium select screen, press L1, R1, L1, R1, □. You should be able to play on Ebbetts Field, the Polo Grounds, and the Corn Field.

▲ Not enough stadiums in the game for ya? Well there's three hidden stadiums to play in. It's always been my dream to play on a polo field.

WAR GODS

Godly Cheats

Each of the following cheats have one code to turn them on and one to turn them off. They are a little reminiscent of *MK* codes—hmm...I wonder why?

Enable Free Play in the Options Screen
0705 (on), 5070 (off)
Make Player One Invincible
2358 (on), 8532 (off)
Make Player Two Invincible
1224 (on), 4221 (off)
Player One Causes More Damage
7879 (on), 9787 (off)
Player Two Causes More Damage
3961 (on), 1693 (off)
Finish the Game After Killing One Computer Player
4258 (on), 8524 (off)
Pressing HP + LK Triggers a Fatality
0322 (on), 2230 (off)

Level cheats
Level 1: 5550 (on), 5556 (off)
Level 2: 5551 (on), 5556 (off)
Level 3: 5552 (on), 5556 (off)
Level 4: 5554 (on), 5556 (off)
Level 5: 5555 (on), 5556 (off)
Level 6: 5556 (on), 5556 (off)
Level 7: 5557 (on), 5556 (off)

XEVIOUS 3D

Five Continues in Xevious 3D

Highlight Xevious 3D; press and hold L1, L2, R1, R2; then press ○ to select. During the loading screen, continue to hold the shoulder buttons and rapidly tap ○. The number of credits will increase to five.

Hidden Ships

Heihachi (player one only): Yes, that's right—it's a flying Heihachi from the *Tekken* series! Highlight Start

▲ Hiehachi is slow, but you have to love his wacky bald spot. Paul, on the other hand, is incredibly fast—making him very hard to control. Paul must be taking hair style tips from Kid and Play's Kid....

Game at the title screen, then press and hold ✦ + □ + ✕ + START. The game will start. Continue to hold the buttons until your ship turns into Heihachi.

Paul (player 2 only): Highlight Start Game at the title screen, then press and hold ✦ + □ + ✕ + START. The game will start. Continue to hold the buttons until your ship turns into the big-haired Paul from the Tekken series.

Black Ship: Highlight Reset at the title screen, then press and hold L1 + L2 + R1 + R2 + SELECT. Game Start should now be highlighted; press START. Continue to hold all the buttons until your ship turns into the black ship.

Fat Ship: First, get the black ship. Go back to the title screen and highlight Exit in Configuration Mode. Now start the game again by entering the button combination for the black ship.

Twisting Ship (*Xevious 3D*): Yet another reason to own a NegCon—you can use it to twist your ship.

Debug Mode (*Original Xevious*)

At the *Xevious* title screen, press □ + ✕ + START. "Debug Mode" will appear, and the game will start. This mode was apparently featured in the original arcade machine.

game shark codes

You must have a Game Shark to use these codes.

Universal Codes

Extra Weapons.....800e930cffff
Infinite Energy.....800e92fe03e7
Infinite Lives.....800e93040404
Level 5 Laser.....800e93060404

Hidden

All Keys.....800e7da0ffff
Extra Weapons.....800e7db40001
Extra Weapons.....800e7db80001
High Armor Class.....800e7c7e01e0
Infinite Blue Mana.....800e7dc000c8
Infinite Green Mana.....800e7dc400c8
Mystery Super Code.....80076ceffff

Extra Car and Track

Extra Car and Track.....800e292a0803

Infinite Health Character 1

Infinite Health Character 1.....800b92040003
Infinite Health Character 2.....800b92200003
Infinite Health Character 3.....800b923c0003

Infinite Health

Infinite Health.....800cf8f40064

Infinite Health P1

Infinite Health P1.....80101e5403e8
Infinite Health P2.....80101f9803e8
Infinite Psychic Power P1.....80101e560190
Infinite Psychic Power P2.....80101f9a0190

Infinite Race Tries

Infinite Race Tries.....801e3ffa0005
Place First.....8009e63c0001

Extra Vehicles

Extra Vehicles.....801074d4ffff
Super Championship Mode.....801074d8ffff

MARVEL SUPERHEROES

Character Special Moves
All commands are listed for the when the character is facing to the right.

The Incredible Hulk

Best Gem: Time
Gamma Torpedo: ↓↘→↙← + any punch
Horizontal Gamma Charge: charge ←, → + any kick
Vertical Gamma Charge: charge ↓↑ + any kick
Quick Ground Chuck: ↓←↙↓↘→ + any punch
***Special Move*—Ground Chuck:** ↓↓ + all punches (then any punch to throw)
Infinity Combo: ↓↘→ + all punches

Iron Man

Best Gem: Soul
UniBeam: ↓←↙↓↘→ + any punch
Air UniBeam: ←↙↓↘→ + any punch in midair
Repulsor Blast: ↓↘↓←↙ + any punch
Smart Bomb: any punch + any kick (same strength)
Smart Bomb Drop: any punch + any kick in midair (same strength)
***Special*—Flight:** ↓←↙ + all kicks (can also be initiated in midair)
Infinity Combo: ↓↘→ + all punches

Spiderman

Best Gem: Power
Web Ball: ↓↘→ + any punch
Air Web Ball: ↓↘→ + any punch in midair
Spider Sting: ↓↘→ + any punch (punch again for downward slash)
Web Swing: ↓↘↓←↙← + any kick (can be executed in midair)
Web Throw: ↓↘↓←↙← + any punch (the direction of the attack depends on which punch button you use)
Infinity Combo: ↓↘→ + all punches

Captain America

Best Gem: Power
Shield Slash: ↓↘→ + any punch (The direction of the Shield Slash depends on which punch button you use.)
Air Shield Slash: ↓↘→ + any punch in midair (the direction of the Shield Slash depends on which punch button you use)
Stars 'n Stripes: ↑, ↓, → + any punch
Cartwheel: ←↓↘→←↓↘→ + any punch
Charging Stars: ←↙↓↘→ + any kick
Infinity Combo: ↓↘→ + all punches

Wolverine

Best Gem: Power
Drill Claw: any direction + any punch + any kick (same strength)
Air Drill Claw: any direction + any punch + any kick in midair (same strength)
Berserker Barrage: ↓↘→ + any punch (tap punch repeatedly for more hits)

Tornado Claw: ↓↙← + any punch (tap punch repeatedly for more hits)
Infinity Combo 1: ↓↘→ + all punches (tap punch repeatedly for more hits)
Infinity Combo 2: ↓↘→ + all punches

Blackheart

Best Gem: Reality
Dark Thunder: ←↓↘→ + any punch (the direction of the Dark Thunder depends on which punch button you use)
Close Lightning Inferno: ↓↘→↙← + any punch (the direction of the Close Lightning Inferno depends on which punch button you use)
Ice Inferno: ↓↘→↙← + Strong, Strong
Fire Inferno: ↓↘→↙← + Fierce, Fierce
Infinity Combo 1: ↓↘→ + all punches
Infinity Combo 2: ↓↘→ + all kicks

Psylocke

Best Gem: Power
PsiFlash (Downward): ↓↘→ + any punch (can be done in midair; the direction of the PsiFlash depends on which punch button you use)
PsiBlade: ↓↘→ + any kick (can be done in midair)
Ninjitsu Teleport: ↓↘→↙← + any button (can be done in midair; Psylocke will teleport to different parts of the screen, depending on which button you use)
PsiDrill: any direction + punch after Ninjitsu Teleport (can be done in midair)
Infinity Combo 1: ↓↘→ + all punches (can be executed in midair)
Infinity Combo 2: ↓↘→ + all kicks
Infinity Combo 3: ↓←↙ + all kicks (can be executed in midair)

Juggernaut

Best Gem: Space
Juggernaut Punch: ↓←↙↓↘→ + any punch
Earthquake: ↓↘→ + any punch
Juggernaut Splash: ↓←↙↓↘→ + any kick
Cytorrak Powerup: ↓↘→ + Strong + Fierce
Infinity Combo: ↓↘→ + all punches

Magneto

Best Gem: Space
EM Disruptor: ←↓↘↓↘→ + any punch
Air EM Disruptor: ←↓↘↓↘→ + any punch in midair
Magnetic Wave: ↑↗→ + any punch in midair
Hyper Grav: ↓↘↓←↙← + any kick (can be executed in midair)
Gravitation: ↓↘← + all kicks
Infinity Combo 1: ↓↘→ + all punches
Infinity Combo 2: ↓↘→ + all kicks (can be executed in midair)

Shuma Garoth

Best Gem: Time
Mystic Stare: charge ←, → + any punch
Mystic Smash: charge ←, → + any kick (can be executed in midair)
Blob Slam: ↓↘→↓←↙← + any kick
Infinity Combo: This is a two-part Infinity Combo. First, execute ↓↘→ + all punches. Second, hit Strong, Forward, Fierce, or Roundhouse to grab (can be done in midair).

Calendar of Events

IGN IMAGINE GAMES NETWORK

Our Affiliates:

www.gamefaqs.com

Third 3rdgeneration.com
www.3rdgeneration.com

ZEROGRAV
http://www.zerograv.com

PLAYSTATION GALLERIA
www.vidgames.com

CAOS GAME TRADER
www.infods.com/trader/

GEO
www.gaming-enthusiast.com

Video Game Links
www.videogamelinks.com

QUAKE ON STEROIDS
www.stomped.com

PN PlayStation nation
www.psxnation.com

WEB PROJECT
www.metio.net/slikatel

SEGA SAGES
www.segasages.com

www.sega-saturn.com

VF
www.vfhome.com

VIDEOGAMERS.COM
www.videogamers.com

PlaySite THE PREMIERE JAVA GAME SITE
www.playsite.com

TOLA'S GAMING OUTPOST
outpost.simplenet.com

www.evansville.net/~tyrant21/duke.htm

THE SERIOUS GAMER'S PAGE
www.escape.ca/~tpeters/gamers.html.com

NEXT GENERATION ONLINE
www.next-generation.com

ULTRA GAME PLAYERS
www.ultragp.com

64.com
www.n64.com

bootNet
www.bootnet.com

MON 1

PC GAMER ON THE PALACE
Join the PC Gamer editorial team on the Palace for a chat about gaming. Plus Special Surprise Industry Guest.

THOVF LOGO CONTEST
Sept. 1 kicks off our month-long logo design contest. Prizes include VF keychains, videos, games, etc.

POLL: THE NEXT BIG CONSOLE
A special Videogamers.com poll asks you: What is the next console you plan to buy? PlayStation 2, Black Belt, M2, or something else?

TUES 2

VF3: WHERE ARE YOU?
SaturnWorld looks at the current progress of the most anticipated arcade-to-home conversion, and why it's taking so long.

WED 3

WHAT IS CAPCOM DOING ON N64?
N64.com reports on Capcom's ongoing relationship with Nintendo. What is Capcom doing on N64? Will Nintendo grab exclusive titles on N64 or will Capcom leverage its games across all platforms? A full investigation.

THUR 4

SUPER Q&A DAY
Join the editors of Next Generation Online as they shed light upon your most pressing videogame questions. More than 25 questions will be answered in this double-sized Q&A.

FRI 5

FINAL FANTASY EXTRAVAGANZA
To celebrate the US release of Square's long-awaited RPG, PSXPower explores the series' lasting cultural significance, here and in Japan. We'll cover all the bases, and leave no stones unturned. Bonus! Test your Final Fantasy knowledge in our massive FF Trivia Contest and win tons of awesome FF goodies!

MON 8

DOWNLOAD DEMENTIA
Five new demos of the hottest PC games will be added to Next Generation Online's ever growing demo collection.

TUES 9

ECTS: FULL REPORT
Live from London, England. All the latest developments from Europe's biggest game show will be reported across IGN.

WED 10

PALACE SWAP MEET
Join SaturnWorld editors in the Palace and trade some of the coolest Sega-related props and avatars.

THUR 11

BOOT'S NEWEST FEATURES
Mad about your PC. Don't miss the latest features, previews and reviews on bootNet.com.

FRI 12

INSIDE 3DFX
Next Generation Online interviews the founders of 3Dfx while also providing an in-depth preview of a hot new 3Dfx-only game.

MON 15

NEW IGN LAUNCH
Don't miss the launch of a brand new IGN site. GamePlay.com promises to be the fastest source for game news on the web. Find out how, and win a console of your choice.

TUES 16

JOIN THE CLUB
Here's your opportunity to sign up for the most informative daily mailing list on the Net. Next Generation Online each day will send you updates of what you'll find on the site.

www.imaginegames.com

Every day, one of the seven sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features.
And they're all absolutely free.

All you have to do is to check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

SEPTEMBER

WED 17

EVERYTHING ABOUT THE 64DD
The all-purpose 64DD feature. What is the 64-bit disk drive (AKA the Bulky Drive)? What will it do? Why should you buy it? What will the games be like? N64.com delves into the heart of Nintendo's upcoming peripheral, and surfaces with answers.

THUR 18

BACK-TO-SCHOOL LINE-UP
For many, September is the time to return to school. For the games industry, it's the beginning of the big holiday push. In a special feature, PSXPower lets you know which games are the ones to watch out for in the next few months.

FRI 19

WHO'D WIN IN A FIGHT?
It's Kabuki Joe versus Plant 42! Who will be chosen? Join UGP Online's fan fiction contest and win fabulous prizes.

MON 22

IMPORT INVESTIGATION
Japanese import games command a huge market in the US, with gamers going togreat lengths (and financial hardships) to secure the latest and greatestoverseas titles. PSXPower explores this phenomenon, and takes a look at why some Japanese games get released in the US, and why others never make it. We'll also examine the influx of Japanese cultural icons into the gaming industry, including anime and the mech revolution.

TUES 23

INTERNATIONAL OVERVIEW
N64.Com provides a full international overview of the games released around the world -- in Australia, Europe, Japan, and elsewhere. What's different about these games and what's PAL? We'll bring you the most updated release schedules and list of developers in this all-encompassing feature.

WED 24

OTAKU CONTEST
Lucky you! PSXPower has a ton of cool games-related toys and merchandise laying around the office, and we want you to have it. In typical PSXPower fashion, we're going to make you work for it. All you have to do is send in a 100-word review of the PlayStation game of your choice! Easy, huh?

THUR 25

SATURNWORLD JUKEBOX
Download the RealPlayer plug-in and listen to some of the best Saturn game soundtracks through streaming audio.

FRI 26

CHRISTMAS PICKS
What's going to be hot and what's going to be duds. Ultra Game Players Online reveals its Holiday wish list.

MON 29

RARE BREED
N64.com looks into the blossoming of Nintendo's best business partnership and examines the current crop of games in the works from Rare. Banjo-Kazooie and Conker's Quest are the next level of 3D platformers, but can Rare better Super Mario 64?

TUES 30

DEAD OR ALIVE VS. LAST BRONX
Can a third-party company, using the same hardware, make a better Saturn fighter than a Sega development team? SaturnWorld checks out the latest between these two hot games.

All events begin at 6pm PST

SW
www.saturnworld.com

PSXPOWER
www.psxpower.com

PC GAMER ONLINE
www.pcgamer.com

Keep checking the IGN Palace for even more events!

LETTERS

welcome to the premier forum for playstation fans, where we dig into today's hottest issues

PSM isn't just a passive experience, so drop us a line at PSM Letters, care of Imagine Publishing, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, we're at psm@imagine-inc.com.

We Want Tobal 2!

C'mon Square! Just listen to these grief-stricken gamers....

Just putting my two cents in for a U.S. release of *Tobal 2*. This Sony customer demands that either Sony rescues *Tobal 2* itself, or Sony fixes my PlayStation so I can play imports without risking damage to my hardware. One or the other! It's only fair.

Douglas Fisher
dfisher@mpr.org

With the recent announcement that *Tobal 2* is not going to be released in the U.S., is it possible that Sony intends to seize control and go ahead and release the title, since it has the rights to do so? If so, does the third-party company get any profits from this?

Douglas Ng
dng@ncd.com

► **CHRIS: We received tons of mail on this subject. Unfortunately, the people I talked to at Sony would love to release *Tobal 2* here, but Square is the one putting a stop to it. Check out "Ask Sony" (page 110) for more info. Are you listening, Square? America does want *Tobal 2*! Hey, everybody be sure to check out our coverage of *Tobal 2* in this month's Japanese column (page 24)!**

Will *PSM* be dedicating any print space to the infamous "skipping-bug" problem found in early PlayStations? Four replaced PlayStations later, my games play with no problems. However, I never received a straight answer from Sony as to why my PlayStation was skipping in the first place. Does anyone know the real story on this? Don't ask Sony—it doesn't believe there was a problem to begin with.

David Rios
8851656@utb1.utb.edu

► **NOAH: Hopefully our trouble-shooting feature (page 60) will answer most of your questions. A couple of quick tips for keeping your new PlayStation running smoothly: don't sit it on the carpet; and put it on a flat, smooth surface so air can get to the cooling vents underneath. It may also help to unplug the power cord after use. The key is to find ways to keep the unit cool, since most of the skipping problems are caused when the machine overheats. Sony has taken steps to fix the problem—the latest batch of systems include modifications that will finally put an end to all of the problems that have plagued PlayStation owners in the past (hopefully).**

Isn't it about time we saw some games that weren't driving, fighting, or first-person shooters? I'm getting tired of seeing the same games over and over with different graphics.

Ken Pierce
kencpierce@hotmail.com

◄ You want more innovative games, Ken? Play Parappa.

► **NOAH: Amen. If you're really looking for something new, keep an eye out for these games (some are already out, the others will be out soon): *Parappa The Rappa*, Aquanaut's *Holiday, Carnage Heart*, and *I.O.* (*Intelligent Qube*). These games are way out there, man!**

Two games in particular: *Aeon Flux* (Viacom), and *Ghost In The Shell* are of major interest to me. Do you have any info on these projects, like when we'll see them stateside? Both are based on their anime roots, and have major cult followings. They should sell well given the increased popularity of anime in the U.S. MTV put *Aeon* on the map; that game is years overdue. What's the deal? Any word is a welcome one....

Mars Plastic
marsplastic@ibm.net

► **STEVE: Since I am a big fan of Anime myself, I am always glad when an Anime-based game makes it over to Western shores. However, the Anime fan base in the U.S. is still comparatively small, so domestic companies seldom believe the games will do well here. The *Aeon Flux* game has been in production for quite a while now, and *PSM* will strive to gain more info about it. As for *Ghost In The Shell*, it is slated for a late summer release in Japan but will probably not show up on domestic shores.**

Hi! I came across your web site from *Ultra GP* online, and I would like to wish you the best of luck in making *PSM* the best mag available for the PlayStation. I live in Singapore, and I recently acquired my PlayStation. I have had many systems before, but sadly all of them are now obsolete. My first 32-bit system was 3DO, and I must say I made a big mistake. So it was only after a lot of thinking that I purchased another system, since I didn't want to make the same mistake twice. And I think I made the right choice in getting a PlayStation instead of N64 or Saturn. However, I have two questions I hope you can help me with:

1. I have heard rumors that Sony will introduce a 64-bit system soon. Is this true? If so, how much longer will the present system be around?

2. In Singapore, we get a lot of Japanese systems. This is fine, except we can only play Japanese games. It makes a lot of difference since our first language is English! As such, we are unable to play games from the U.S. Why does Sony make two incompatible systems, and how can we play U.S. games in Singapore if we can't get U.S. systems?

LINK-UP

Wanna hook up with other gamers in your area? Here's the mag to find 'em! Just send us a postcard with your name, address, favorite game, your current favorite games, and your age. Send it to PSM Link-Up, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005. You can also e-mail us at psm@imagine-inc.com!

Wa Jun Ruan
Favorite Genre: RPG
Favorite Games: Final Fantasy 7, Soul Blade

Thanvie
Sanchen@Reply.com
15798 NE Jenn Pl.
Bellevue, Washington 98006
Favorite Games: Any RPG, and some famous games

Ray
Rayrayhotmail.com
Bowl 25378 Lusaka
Favorite Games: Tekken 2, Ridge Racer, Rapid Reload, Resident Evil, Tomb Raider

Sebastian
ingemar.eriksson@limanov.swipnet.se
Ostra Kvarngatan, Nyköping S-61134
Sweden
Favorite Genre: Fighting
Favorite Games: Resident Evil, Tekken 2, and Tobal 1

Jose Lopez
[illegible]
Favorite Genre: [illegible]
Favorite Games: [illegible]
Age: [illegible]

Mike Darnell
PrinceMJ@Hotmail.com
Favorite Genre: RPG
Favorite Games: Any FF game, Resident Evil, and all other Square games
[illegible]: Square + RPG = awesome

Mohamad Kefli Atan
kiply@singnet.com.sg

STEVE: I'm certainly glad you made the right decision to get a PlayStation. How can you go wrong with such a huge library of games?

1. As for a Sony 64-bit system...I am sure Sony would have nothing to gain by releasing a new system too early. It still has great plans for the PlayStation, so I wouldn't predict a new console to rear its head until at least Christmas '98. Besides, we still have a ton of very cool games to look forward to—*Metal Gear Solid*, *Castlevania*, and *Final Fantasy VIII* just to name a few.
2. PlayStations contain "territorial lockouts" for several reasons. Mostly, it helps each branch of Sony (Japan, Europe, U.S., etc.) control its own marketing and profits. As for playing U.S. games on your Singapore systems, you can use swap methods as well as a "Mod" chip conversion (see other letters, and our troubleshooting guide on page 60).

I've read that *Mega Man X4* won't be coming to the PlayStation in the U.S. Well, I'm a fan of every *Mega Man* game, and I want to play *Mega Man X4* on the PlayStation! Also, will the *Street Fighter Collection* be on the U.S. PlayStation? It has three games, right? *Super Street Fighter II*, *Super Street Fighter II Turbo*, and the Japanese version of *Street Fighter Alpha 2*?

Vinh
vvthai@hotmail.com

STEVE: I was greatly concerned when I found out that *Mega Man X4* might not be released in the U.S. I decided to call up Capcom to get the real scoop, and they assured me that *X4* is still scheduled for a July/August release. We'll just have to wait, hope, and see. The *Super Street Fighter Collection* will definitely be heading to the U.S. this August, and the second disc will feature the game *Super Street Fighter Alpha Zero Gold*, which is a special version of the *Alpha Zero 2* game from Japan, minus the Tag-Team mode. For the full scoop, check out our review in this very issue!

O.K., well...I have to say that this new mag is an AWESOME IDEA!!! And I hope it becomes the best mag in the world. Now here are my questions:

1. Chris, will you still wear the purple cape at *PSM*?
2. Is it possible that a new PlayStation will be released in the next year or so?
3. Is *Final Fantasy VII* really worth the wait?

Derek Major
vaughn@rpg-net.com

▶ **Believe the hype, Derek—*FFVII* is for real!**

▼ ***Super Street Fighter Collection* is on its way....**

CHRIS: Thanks for the kind words, Derek! As for your questions...

1. Those "cape" rumors were started by one Bill Donohue. I'm perfectly normal—he's the cape freak.
2. I really wouldn't bet on seeing the next PlayStation until Christmas '98, at the earliest.
3. Yes, *Final Fantasy VII* is definitely worth the wait! :) Believe me, you won't be disappointed!

I have just one question: Where in the world is the sequel to *Warhawk*?

Freddie Avalos
Favalos@ixc-comm.net

STEVE: I talked with SingleTrac about a possible *WarHawk* sequel, and they have no plans at this time. They are, however, busy working on *Jet Moto 2*, which should be a great game in its own right.

Gotta Get Modified

To chip, or not to chip?

What are the legal issues surrounding the popular mod-chips for the PlayStation? As the media gets new game information to us faster, we become impatient that much sooner. This problem is exacerbated by announcements that some of these games will never make it to the U.S. (like *Tobal 2*). The determined gamer will find a way to play the imported games, through the use of a mod-chip.

I've heard rumors that Sony is trying to stop the sales of these chips, and I am curious about its chances of success. If Sony has no legal grounds, perhaps you could provide a service to gamers by providing a centralized source of information about these chips, and where to get them. Thanks, and good luck on the new magazine!

Bart Hubbard
bart@synxcti.com

I would just like to say good luck with your new magazine. I hope it works for you because I am a loyal PlayStation owner, and I like to read all of the news about it I can. I actually have one question I would like to ask: will there ever be a card PlayStation owners can buy that will let us play Japanese games on the American system? I know the sappy Saturn has one, and I was wondering why PlayStation doesn't. Thanks and good luck!

David White
(address withheld by request)

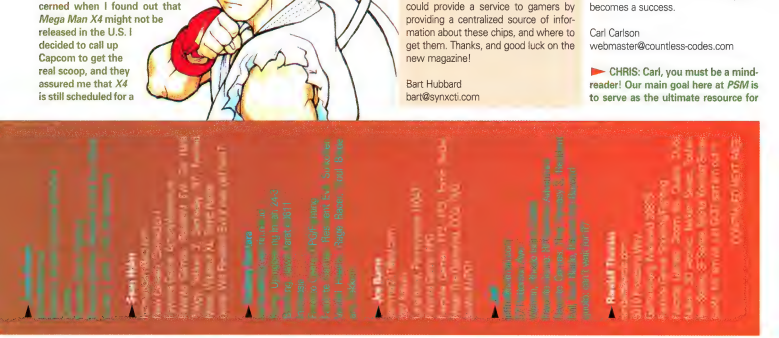
NOAH: Legally, it's kind of a grey area. Sony certainly doesn't encourage getting your PlayStation modified, and if you go through with it, your warranty will be voided. However, it's not like the FBI is going to kick down your door or anything. I know several people who are very happy with their modified PlayStations. However, for every 10 satisfied owners, there are probably three or four who have a horror story.

So, modify at your own risk. Do some checking around, and if you do decide to go through with it, make sure you choose a reputable company to avoid any unpleasantness. However, the only sure-fire 100% safe way to play Japanese games is simply to buy a Japanese PlayStation.

PlayStation is a great system, and it deserves a great magazine. I think you should focus on the problems with PlayStation, so they can be solved. The magazine should enforce and encourage the ideas of readers, so maybe they could become true. I hope this magazine becomes a success.

Carl Carlson
webmaster@countless-codes.com

CHRIS: Carl, you must be a mind-reader! Our main goal here at *PSM* is to serve as the ultimate resource for



hard-core PlayStation fans like yourself. And just because we're pro-PlayStation, we're not going to shy away from the tough problems. Just take a look at our PlayStation troubleshooting guide in this very issue—we're already talking about things other mags wouldn't dare go near. As for letting readers put in ideas, we're trying very hard to encourage this, and just as hard to make sure that your input is heard throughout the industry. Together, we're gonna really shake things up!

(Warning: This is one of those strange letters that always appear in a magazine's first issue!)

Dear *PSM*,
I think you guys are great! *PSM* is my favorite PlayStation-only magazine. You guys know what's up in the latest news and previews, and your reviews are so informative, I buy every game you score highly. It's great that you cover imports as extensively as you do, and your RPG coverage is bar none. It's nice to see all this great content pulled together with an industry-leading layout and graphical design. Kudos to *PSM* and your great public service to all us deprived gamers!

Adam Ziegler
adam@telsurf.net

CHRIS: Thanks, Adam! Y'know, when we first started *PSM* back in the mid-80's, an awful lot of people laughed at the idea of publishing a PlayStation magazine before there was even a PlayStation. But we held in there, and thanks to the support of loyal readers like you, we're the ones laughing now! Cool site, by the way (3rdgeneration.com).

I hope *PSM* will not follow a typical method used in videogame magazines, where they put huge pictures of upcoming games on their covers, but then the magazines only have one paragraph of text about the cover image! That always ticks me off. Also, I hope you have a comprehensive tips section. Yeah, I know only us pitiful people use codes, but hey, it's fun! Thanks.

Panja
tsell@tznet.com

CHRIS: Yeah, that always ticks me off too, so you can expect things to be a little different here. Just take this issue, for example. We've worked hard to put a 10-page strategy guide, a full review, and other goodies behind our *Final Fantasy VII* cover. With *PSM*, what you see on the cover really is what you get inside the mag!

Dear *PSM*,
I wish the new PlayStation Magazine will feature more Japanese information; it would be an nice enhancement for the mag. Thanks, and have a great one!

Jack Chang
Haranzo@netcom.ca

BILL: Jack, your prayers have been answered! *PSM* will feature a monthly column called "Nihon Game Otaku" (Japanese Game Addict) that will feature Japanese domestic PlayStation info. Whether you have a modified American console, a regular Japanese one, or are just curious, you can keep up on what's going on in the Land of the Rising Sun. ARIGATO!

Getting To Know You

You told us what you want, and we're listening to you!

Hey guys, congrats on the new mag—I can't wait to pick up the first issue! If your eye-patched logo is any clue, I'm sure the same irreverence of *Ultra GP* will shine through, and hopefully the same journalistic integrity. Can you tell me how you are going to distinguish yourselves from the other PlayStation-only mags? Man, their previews and reviews are so lame, I hope yours can at least give us a little more lowdown on playability and whether the game is worth the ducats! Thanks and good luck!

Jon
JONATHAN26@AOL.COM

CHRIS: Well, I can't say we're going to be quite as "insane" as *UGP*, but you can bet that we're not going to be dry like some of those other stale mags, either. And don't worry about getting your in-depth previews—that's a *PSM* specialty!

First off, I would like to thank you guys for finally creating a dedicated PlayStation magazine. I know your *PSM* will be THE playstation mag to get, and you can count on my subscription. I am a very recent N64-to-PlayStation convert. I only now realize how AMAZING the Sony system is, and how puny the N64 is in comparison. And no "32-bits vs. 64-bits" arguments—the quality of the games is the only important factor, period. Anyway, enough ranting, I wish you guys lotsa luck, and remember with this new mag: anything less than godly would be a letdown. I know you can pull it off, though.

Matthew Wettan
raven402@ix.netcom.com

NOAH: You're welcome, Matt. I know, it's about time. Just be sure to stick with us over here on the good side—and stay N64-free, O.K.?

It's great you guys are putting together this magazine. I'm sure it will get the grade-A treatment that has made Imagine's other mags like *Next Generation* so popular. Your staff seems pretty experienced to be giving us PlayStation owners the up-to-date info we hungrily seek. I consider myself a born-again gamer. I missed out on the 8- and 16-bit eras, with my last systems being the Atari 2600 and Colecovision (one word: "Smurfs!"). I avoided contributing to the deep pockets of Nintendo and decided to contribute to the deep pockets of Sony.

I have never been more satisfied and amazed with a particular electronic gadget as I have with my PlayStation. It continues to peak my interest with the sheer choice of software, and it always keeps me coming back. One reason is Sony's marketing campaign really hit the mark with me—I am a twenty-something who likes an edge and some complexity to my games. I got back into gaming first by playing computer games (still do), but PlayStation holds a unique part due to its ease of setup and mobility. Well, just thought I'd wish you guys luck. See ya on the 'net and on the newsstand!

Dave Hernandez
DavyHDZ@worldnet.att.net

STEVE: Thanks for the comments, Dave. It's unfortunate that you missed out on the ol' 8-bit days of gaming. *Castlevania*, *Final Fantasy*, and *Metal Gear* were all amazing games back then, but luckily they are showing up once again on the PlayStation and now are even better. We're glad that you're as happy with your PlayStation as we are. It's a wonderful machine, and Sony has done a great job marketing it.

The "Next" PlayStation?

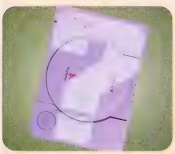
Everybody wants to know about Sony's next big console...

I've heard rumors about a PlayStation upgrade set to release this fall. Can you deny or confirm these rumors?

Joshua Jones
MilkxBone@aol.com

Is it true that Sony plans to bring out a new system in 1999? Will it incorporate DVD technology? Also, what about the graphics card or chip it is going to use? So many new cards are out now that surpass the PlayStation. Also, what will be the estimated price at launch? Keep up the good work! I have followed you guys since you first started! How about a job?

Rod Anadon
ranadon@earthlink.net



▲ **Don't be in too much of a hurry, Rod—the PlayStation still has plenty of life left!**

► **NOAH: Thanks for your early dedication to our fine magazine. Come to think of it, we've been looking for someone to go around and pick up our Nerf ammunition after we've launched it all at each other. Sound like fun, Rod?**

Anyway, no "official" announcements have been made about any kind of PlayStation 2 just yet. But you can be sure we'll bring you the news first, so stay in touch (and in the meantime, keep an eye on our rumors column....).

Can you please have a real nicely sized section on RPGs? Most magazines tend to shy away from this particular genre. Why doesn't Sony like 2D? I happen to love *MegaMan 8*. Last, what happened to *MegaMan Battle and Chase*?

Dante Rouser
dartmp@dtc.net

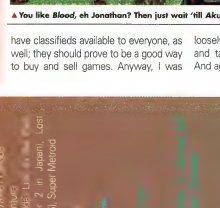
► **STEVE: I personally love RPGs, so you can be sure this is one genre that won't be left behind. Be sure to check out our in-depth *FFVII* review and strategy guide, in this issue.**

Don't worry, Dante, Sony doesn't hate 2D. Look at *Castlevania* and any of the *Street Fighter* games. It just wants to make sure only high-quality games are released. I don't believe it has a bias against a game just because it's not 3D. As for *Battle and Chase*, it's pretty much canned, and trust me when I say it certainly won't be missed.

I am glad to finally see a dedicated PlayStation magazine. I am definitely going to subscribe. I also am very glad to see you have classifieds available to everyone, as well; they should prove to be a good way to buy and sell games. Anyway, I was curious as to whether we will see any other games that use the same (or a similar) game engine that *Blood Omen Legacy of Kain* used? I loved the game, and there is nothing else like it—as far as I can see, anyhow.

Jonathan Earle
jonathan@meadery.com

► **STEVE: Nice to meet you, Jonathan. Crystal Dynamics does not really have plans to use the *Blood Omen* engine for any other titles right now. But if you're into that whole dark and macabre genre of games, then you might want to be on the lookout for *Akuji the Heartless*. Crystal hasn't released much info about it yet, but it looks to have some of the same elements that made *Blood Omen* such a unique and successful title.**



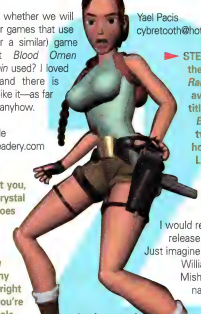
▲ **You like *Blood*, eh Jonathan? Then just wait 'till *Akuji*...**

Best of luck on your new publication!!! O.K., I've heard talk of a *Tomb Raider* supplemental game—not *TR2*, but a disc that is supposedly titled "Unfinished Business" that takes place at the end of the first game. Is there any truth to the speculation?

TR was my favorite title last year, and anything loosely Lara-related makes me stand up and take notice...lemme know please. And again, g'luck with *PSM*!

Yael Pacis
cybretooth@hotmail.com

► **STEVE: You're right about the add-on disc for *Tomb Raider*, but it will only be available for the PC. The title is indeed *Unfinished Business*. It will feature two new missions, and hopefully it will tide you Lara-crazy gamers over until this November, when *Tomb Raider 2* gets released.**



▲ **Good taste Yael, just remember that we saw Lara *first*.**

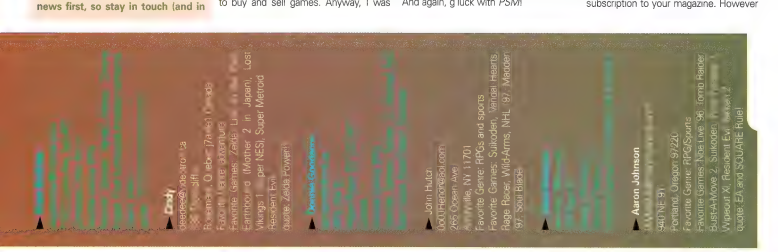
I would really like to see Namco release an action/fighting title. Just imagine taking the role of Nina Williams and infiltrating the Mishima empire to assassinate Heihachi. Or maybe Lei-Wu Long. With his arsenal of spinning kicks, he could easily take on several opponents at once. Does Namco have any plans for a sequel to *Soul Blade*?

Thomas Pritchard
thomasp@cybertron.com

► **STEVE: Namco doesn't have any plans for a action/fighting game right now, but Midway does. Titled *MK Mythologies: Sub Zero*, it takes the fighting elements established in the *Mortal Kombat* series and puts them into a side-scrolling action game. Look for *Mythologies* to be released in the fourth quarter of 1997.**

As for a *Soul Blade* sequel, Namco hasn't revealed anything yet, but I'm betting on an arcade release early next year. System 12 board, anyone?

I received a card in the mail for a free subscription to your magazine. However



I would like to know if there are any strings attached.

broomman@ix.netcom.com

Steve: As with all of Imagine's magazines, there are no catches. Send in the card and check out the free issues. If you don't like the mag, simply return the bill with "cancel" written on it. We'll take care of the rest.

Talking Back

Your input is critical—keep it coming!

I was quite pleased to see that Imagine is going to begin publishing a PlayStation-only print magazine. As a subscriber to *Next Generation* for the last couple of years, I have really enjoyed the adult approach to gaming, as well as the hard-hitting articles and interviews that the magazine has to offer. I just have a few questions for you. What will be the editorial philosophy of *PSM*? What age group will you be trying to reach?

I am 27 years old, married, and have two kids, so my gaming time is limited—and therefore precious. That makes me a very picky game consumer. *NG* has always been a great help in choosing software (as well as *PSX Power*). A Playstation-only magazine with the maturity level of *NG* would be ideal for me. I look forward to reading your reply.

John Barnes
jrwatson@sprynet.com

I noticed there are a lot of people coming to your mag from *UGP* magazine. Are we to expect all of the weird humor and letter responses that make *UGP* so cool?

Ryan Monte
rmonte@Excel.Net

CHRIS: Whoa, you guys sure have lots of questions about our new mag! As you can see for yourself with this issue, we're taking a slightly more adult approach, but we're still looking to be a bit more lively than *NG*. At the other extreme, we're also not going to be quite as insane as *UGP*—instead we're hoping to bring out our own unique personality. Be sure to write us back after a few issues and let us know what you think!

Dear PSM:
I just wanted to say good luck to all of you contributing to this magazine. I am a subscriber to *Ultra GamePlayers* (which I think is a very good magazine), but I am also glad that a magazine will be totally devoted to the Sony PlayStation. With *PSM*, I can look forward to more reviews, previews, and codes for the PlayStation—this is great! I will definitely get the first issue in August, and will then mail in my subscription. What can I say? It's about time for a magazine like this, considering the popularity and adult gamer-oriented nature of the PlayStation. Well, that's about it. I know it is difficult to begin a new magazine, but I have confidence that *PSM* will be a success. Until August, my friends....

Al Messina Jr.
Al Warlock@aol.com

STEVE: Thanks for the encouraging words, Al. You can rest assured that *PSM* will strive to be the best PlayStation magazine on the market.

Ask Sony

Dear Sony,
Why isn't *Tobal 2* coming to the U.S.? The game is great, much better even than the first one.

Scott Spencer
SSpen@ix.netcom.com

Square Soft Inc. announced in April 1997 that *Tobal 2* would not be released in either North America or Europe. The following is Square's official statement:

Tobal 2, which was released in Japan late April 1997, is not coming out in the U.S. Sony Computer Entertainment America has been strongly requesting us to reconsider this, but unfortunately, we cannot meet their expectations due to development issues.

Tobal 2 has been majorly upgraded from *Tobal No. 1*, with regards to number of characters, game system, and so on.

Because of these vast gameplay additions, it turned out to complicate the localization process. The result is that a huge technology improvement needs to be made, and an enormous amount of time needs to be spent on this process that we cannot afford right now. Also, the development schedule of Dream Factory's next title has been fixed, and the intertwine between that has accelerated the decision as well.

Dear Sony,
I am just about as loyal as a PlayStation supporter can be. I've had my PS since October 1995; I have over 40 games; and I have stuck by Sony and its PlayStation because I believe it is easily the best system on the market. However, this brings me to the point of my letter. Two things that upset me about Sony are:

1. The fact that Sony feels that it must decide for me what games I want to play. I'm very upset about the cancellation of *Mega Man: Battle & Chase* and *Mega Man X4*. I am sick of Sony's "No 2D" rule, as I am sure most PlayStation

Will Sony kick Mega Man off of the PlayStation?

owners are. We have missed several games because of this, and I don't want to miss any more. I know 3D graphics are nice, but platform games are still very popular, and this egotistical No 2D rule has got to go.

2. I am sick of censorship in video games. If Sony censors *Final Fantasy VII*, then the game won't have the same feel that makes it the best RPG of all time. Not just children own PlayStations, and us "older folk" (I'm 21) need things in games that relate to us. I was so surprised that the infamous "sh..." word made it into Vandal Hearts, but this is my point—whenever a game has an "M" logo on the front, no one under 17 can buy it anyway.

In conclusion, give us our 2D games back, and don't censor the words and content (within reason) of another company's hard work and creativity. Thank you for your time.

Dave Hulegaard
BuryMe72@aol.com

1. First, let me assure you that we here at Sony Computer Entertainment America do not have a "No 2D" rule when it comes to evaluating content for the PlayStation. Our goal is to do everything possible to ensure that PlayStation games are unique, entertaining, immersive, and have high-quality sound and graphics—taking full advantage of the console's advanced capabilities.

In fact, the breadth and depth of the software available for the PlayStation only benefits the consumer by offering the best games representing a variety of genres, including sports, action, adventure, fighting, platform, RPGs, and so on.

In that vein, Sony Computer Entertainment America has a committee that helps determine which games will be published by third-party companies for the PlayStation. This process is as objective as possible and consists of eight to 12 individuals who review all proposals. The committee is made up of technical research and development staffers, account management, and members of our test department, all of whom are inherent gamers. We will continue to work closely with our third-party partners.

2. Sony Computer Entertainment America has stated from the very beginning that we have no intentions of changing or modifying Square's masterpiece, *Final Fantasy VII*, for its U.S. debut. Like the music and film industries, the video game industry also adheres to a rating system developed by the Interactive Digital Software Association (IDSA). The IDSA will evaluate *Final Fantasy VII* according to its guidelines already set forth, and will give the product the appropriate rating. After the product is rated and sent to market, it is then the responsibility of consumers and parents to purchase appropriate content.

Dear Sony,
Yes, I'm wondering why your company decided not to release Capcom's upcoming *Mega Man* games. I was looking forward to them immensely, as were many others. Capcom's games are high-quality, and sell well. *Megaman X4* is a guaranteed hit—just look at the sales of the previous *MM* games. There will always be a large group of people who buy them. If you want my advice, filter out garbage like *Lethal Enforcers* and *Crypt Killer*. Don't deny us Capcom's high-quality software.

Brian Wilson
PSXBW@aol.com

We work very closely with our partners to ensure the best possible games are released in North America. Sometimes that means we have to say no, but generally it is a reallocation of development resources to something even cooler for PlayStation.

Phil Harrison
Vice President, Third Party Relations, R&D and Product Licensing
Sony Computer Entertainment America

TOP THIS!

Are you good enough to take the *PSM* challenge? We've put together three tough tests of skill—if you can prove you've got what it takes to rise above the rest, you can win cool prizes and see your name in lights! Remember, only one winner will be selected from each challenge; so get your entry in early! Send in your entries to PSM Top This!, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005. So what are you waitin' for? Hurry up and get that entry in!

Challenge #1: Ace Combat 2

So you think you're an ace? Prove it.

Noah's pretty darn good at *Ace Combat 2*, and we're looking for someone who's good enough to be his wingman. If you can get all of the merit badges, filling in every single one of the available spaces on the badge screen, then you must be a real Top Gun. We want to hear about it. Send us a photo or a videotape of the merit badge screen to prove your worth, and we'll hook you up with some killer *PSM* gear and a shiny new flight stick. So, man your guns and enter ASAP!

Challenge #2: Final Fantasy VII

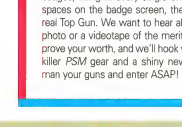
Can you beat our time for disc one?

Here's a cool contest for all you RPG fans out there. We played through the first disc of *FFVII* and finished with a time just under 27 hours. Do you think you can beat it? Here's the challenge: simply play to the end of disc one and take two pictures—one showing the option screen (where it states the total playing time), and one of the "Please insert disc 2" screens (a videotape will work, too). Get the lowest time and you'll win some cool *PSM* goodies, plus a trick one-handed RPG control pad!

Challenge #3: Felony 11/79

Just how fast are you?

So you think you're a bad-ass criminal? Then send us a picture of your best time for the first course, "Down Town." If you're the fastest crook in town, we'll print your exploits, then send you a tough new steering wheel controller and some street-legal *PSM* gear for your troubles. But only the crook with the best time gets the goods. To back up your talk, send us a picture or a videotape of your television screen—be sure your final time is clearly visible. Better read up on this issue's strategy guide!



Is Sony trying to protect us gamers from bad games, or is it a C-O-N-spiracy? Hmm...

Dear Sony,
I would like to know when you plan to release the dual analog pad in North America, considering it has already been released in Japan with *Tobal 2*.

Steven Leung
SLEUNG6247@aol.com

Sony Computer Entertainment recently announced the North American release of the analog controller. The controller will be available September 1997 and is expected to retail for $29.99. It is expected that more than 40 new games will be compatible with the controller by the end of 1997.

Dear Sony,
I am very pleased with the new attention you have been giving RPGs lately. I am very excited to know that Square and Enix will be making PlayStation games. I am wondering if most of these games will be exclusively for the PlayStation, and I was also wondering if Sony is talking with any other great RPG development houses. I've heard something about Working Designs....

Russell Rosales
Warlock461@aol.com

Sony Computer Entertainment America is committed to the RPG category. With the addition of Square Co. Ltd. and Enix, and their acclaimed franchises like *Dragon Quest* and *Final Fantasy*, PlayStation is the platform of choice for RPG fans. We will be publishing three Square titles, *Final Fantasy VII*, *Final Fantasy Tactics*, and *SaGa Frontier* this fiscal year. In addition, we have released several other strong RPG titles like *Wild Arms* and *Beyond the Beyond*.

We are excited that Working Designs has chosen to bring its creative talents to the PlayStation, and we look forward to its new titles. With companies like Konami, Capcom, Working Designs, Square, and Enix on board, PlayStation will be the home for RPG fans worldwide.

Dear Sony,
I've heard rumors that the new redesigned Playstation is cheaper to manufacture, and that it is likely the price will drop to $99. Can you at least give me your personal opinion if you think the price will drop, and when?

Jason
dozer@i-55.com

The PlayStation is selling at an unprecedented rate since our announcement of the $149 price point on March 3, 1997. In fact, for a short time, we had difficulty keeping up with the demand for PlayStation in North America. Because of this, we currently have no plans for another price drop.

Dear Sony,
Why did you abandon the link cable? It is such a great idea. I know tons of people who use it (whenever possible). I work at Toys R' Us and hear from a lot of unhappy gamers who would have liked a linked *Twisted Metal 2* or *Command and Conquer*. Please push the link cable to your developers, it will catch on now that there is a wider user base.

Phil Reno
rlap1@concentric.net

We do and will continue to support the link cable.

I heard that a PlayStation upgrade named PlayStation C has been confirmed. Is this true? Just to let you know, if there is going to be an upgrade released, I will definitely buy it. Thank you.

Michael Collin
collinz@mail.snet.net

We are overwhelmed by the worldwide success of PlayStation, and realize that the product has a long life ahead of it. We have no plans to introduce any new hardware systems or upgrades for PlayStation at this time.

The strength of the PlayStation lies in its software library. You will see several examples of next-generation software titles in the upcoming months that redefine video gaming. Stay tuned to PSM for information on the latest PlayStation video games.

Dear Sony,
Will the price for the Net Yaroze be going down anytime soon?

Why wasn't *Twisted Metal 2* Link-Cable compatible? Is Sony killing the cable?

Mike Kielas
USA/ mkielas@execpc.com

The Net Yaroze is a great opportunity for novice programmers to begin developing content for a console platform, and Sony Computer Entertainment America has worked hard to keep the cost of the program at $750. A licensed PlayStation developer's kit would cost an individual thousands of dollars.

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

Got some old games lying around just collecting dust? Maybe you've already tried the old "I got these by mistake for my birthday" excuse at every shop in town, but no one will trade them? Then get rid of 'em here, for free!

Eric Day
jcday@uslink.net
RR 2 Box 259, Backus, Minnesota 56435
Trade Type: trade Item: games
Anyone wanna trade (maybe buy) any of the following? Wipeout XL, Tomb Raider, Tekken 2, Street Fighter Alpha 2, Jumping Flash! 2, NBA Shoot Out '97, and/or Soul Blade.

Jonathan L. Kort
jkort@tcunet.com
53110 Twyckenham Dr.
South Bend, Indiana 46637
Trade Type: want
Item: console system
Description: I am interested in purchasing a Japanese PlayStation. Someone must have one just lying around collecting dust.

Forrest Hall
Shall81116@aol.com
616 Venable Ave., Baltimore, Maryland 21218
Trade Type: sell
Item: accessories
Description: Want to get rid of PlayStation analog controller called PsychoPad K.O.

Jose Howay
jhoway@earthlik.net
2935 Ramona St., Pinole, California 94564
Trade Type: sell
Item: games
Description: I will sell NFL Gameday '97 for $23 plus shipping.

David Ngan
davidn@intergate.bc.ca
2388 Mariana Place, Coquitlam (Vancouver), British Columbia V3K 6S2, Canada
Trade Type: sell
Item: accessories, games
Description: Does anyone want to buy Ridge Racer Revolution and Horned Owl from me for $35 each (both American, Japanese version)? A Konami-made light gun is also for sale at $45.

Shaun McInnish
smcinnish@vgx.com
P.O. Box 46, Saltillo, Mississippi 38866
Trade Type: sell
Item: console system
Description: one PlayStation system (with two games) for $200.

Steven Hancock
luchan@mail.teclink.net
631 West 21 St., Laurel, Mississippi 39440
Trade Type: sell
Item: games
Description: These games are for sale: Tekken 2, $25; Crash Bandicoot, $20; Tomb Raider, $25; Contra: Lo.W. (does not include 3D glasses), $20; Street Fighter Alpha, $20. All games come with original packaging and instructions. None are defective.

Paul
phc@pacbell.net
2156 W. Banbury Circle
Anaheim, California 92804
Trade Type: sell
Item: games
Description: I would like to sell the following games. All come with original boxes and manuals. They are: SFA, Beyond the Beyond, Air Combat, PGA Tour '96, and Tobal #1 with FF7 demo.

RD OF THE MONTH

Tom Kao
ttkao@monsanto.com
3909 W. Loyola
Lincolnwood, Illinois 60645
Trade Type: sell, trade
Item: console system, games
Description: Would like to trade my Sega Saturn for PlayStation games or Nintendo 64. I also have many Saturn and PlayStation games that I would like to sell or trade. Too many games to list. E-mail me for more info.

Shaun McInnish
smcinnish@vgx.com

Todd Kaviock
kaviock@mindspring.com
107 Winding Ridge Dr, Cary, North Carolina 27511
Trade Type: sell, trade
Item: games
Description: Will trade or sell Wipeout, ESPN Extreme Games, NFL Gameday.

Airan Parsons
airanp@aol.com
1914 A Kenwere Dr., Tampa, Florida 33621
Trade Type: want
Item: console system
Description: I would like to buy a PlayStation system that is in great condition. I'm willing to pay $60-$100.

Jerry
berryman@webtv.net
Trade Type: want
Item: games
Description: Tekken 2 for $30.

Doug Engel
CherubRauq@aol.com
11937 Causey Ln., Aumsville, Oregon 97325
Trade Type: sell, trade
Item: games
Description: PSX games for sale or trade.

Lawrence Ha
e_nigma97@hotmail.com
769 Lakewood Dr., Sunnyvale, California 94089
Trade Type: want
Item: accessories
Description: S-video cable wanted...I will pay up to $25.

[no name given]
surfer@bsc.net
463 Olde Post Rd., Niceville, Florida 32578
Trade Type: sell
Item: console system, accessories, games
Description: PSX system with two controllers, memory card, 15 games, two demo CDs, Konami gun. All for $450. Box included.

Jon
Jonathan26@aol.com
Trade Type: sell
Description: have over 50 PSX games with instructions; e-mail for list. Looking to sell or trade.

Jason Corbett
lakitu@hotmail.com
45 Mine Creek Rd.
Bakersville, North Carolina 28705
Trade Type: sell
Item: games
Description: For sale: Discworld; Krazy Ivan. Make reasonable offer. Might trade.

Adam Ziegler
adam@telsurf.net
1275 Overlook Terrace, Titusville, Florida 32780
Trade Type: sell, trade, want
Item: console system, accessories, games, other
Description: Sell or Trade
Ascii Arcade Pad (the big one) and various controllers. Various Interact controllers. Games—Lost Vikings; Norse by Norsewest; Spider; Legacy of Kain; Rage Racer; more....Console—PSX, needs new CD-ROM drive, will sell for $40. Wanted—modified PlayStation.

Mike
lsiupp@cua.edu
Maryland
Trade Type: want
Description: I would like to buy or trade for Tigershark, Brahma Force, Powerslave, Grid Runner, Tobal #1 (w/ FFVII demo), and/or Thunderstrike II. Please e-mail me with prices. Thanks.

P. Chu
dosun1@aol.com
Trade Type: sell, trade
Item: accessories
Description: Konami Justifier Light Gun, $20. Perfect working condition. Sony memory card, $15. PSX controller $15. Turbo/slow motion features. I will trade for a NegCon, Namco Joystick, or any new PlayStation games. E-mail me with your offers.

Bj
Magic8@lights.net
Trade Type: sell, trade
Item: accessories
Description: Hori Arcade stick in MINT condition. Barely used at all. Buttons are springy, as if never used. Nice and solid. Want to trade/sell because I don't play enough fighting games. No set price, just make an offer.

Matt Ferguson
CloudStryf@aol
214 Carterdale Rd.
Moon Twp, Pennsylvania 15108
Trade Type: want
Item: games
Description: Bushido Blade

Curt Warner
curt.w@internetmci.com
729 W 57th St., Davenport, Iowa 52806
Trade Type: trade
Item: games
Description: I am looking for Tail of the Sun, U.S. version. Contact me for current list of games I have for trade.

Jason Carroll
icafy23@neumedia.net
Rt. 6 Box 70b, Fairmont, West Virginia 26554
Trade Type: sell, trade
Item: games
Description: Tobal No. 1 with FF 7 Demo in great condition. Will sell for $30 or trade for other title(s).

Joey Purnell
xtrem sabu@aol.com
265 Loma Alta Dr. Apt. 1#B
Oceanside, California 92054
Trade Type: sell, trade
Item: games
Description: I have Power Move Pro Wrestling and Twisted Metal and am willing to trade or sell them. E-mail me for details.

Chris Rose
gnrhulk@c-zone.net
Trade Type: sell, trade
Item: games
Description: I want to trade my copy of Mortal Kombat Trilogy for any cool game on the PlayStation. I am looking for Tomb Raider, Resident Evil, and so on. I am also looking for any PlayStation accessories.

John Freriks
scorpzero@geocities.com
1206 Melby Dr., Madison, Wisconsin 53704
Trade Type: sell
Item: accessories, games
Description: NBA Live '96 and Toshinden. Good as new, have instructions, will take best offer.

Alex
dbasch@stasysnet
3629 Becky St., Valdosta, Georgia 31605
Trade Type: want
Item: accessories
Description: Another memory card needed: 15 empty slots, slightly mint condition. Will buy for less than cover price.

Get Rid of Old Games!

If you'd like to place your own, totally free ad in *PSM*, just jot down your name, address and/or e-mail; tell us whether you're looking to trade, sell, or both; and give us a brief description of what you're offering or want. Send all of that info to:

PSM Marketplace, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005.

BTW, we can't vouch for the credibility of any of the people who place ads here, so swap at your own risk!

Coming next month in issue two of PSM...

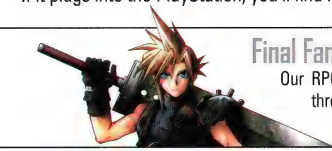
RESET

Castlevania: Symphony of the Night

We blow the doors off this game with a complete walk-through strategy guide you can really sink your teeth into. Our advanced tricks and tips are definitely not for the faint of heart!

The Complete Guide to PlayStation Peripherals

Page after page of peripherals—every single PlayStation joystick, steering wheel, and light gun reviewed and rated. If it plugs into the PlayStation, you'll find it here!



Final Fantasy VII Strategy Guide, Discs 2 & 3

Our RPG experts are hard at work even as we speak, digging through the later parts of *FFVII* and putting together all of the top tips to make you a master!

Parappa The Rapper Finally Hits the U.S.!

The weirdest game of all time is about to hit American shelves, and we're celebrating with a full review, a super-cool contest, and all the tricks and tips you'll need to become a master rapper. Remember, "You gotta believe!"

Don't forget about our regular top-notch features:

- The latest PlayStation headlines
- The newest PlayStation codes
- The most PlayStation games

Absolutely EVERYTHING that has to do with PlayStation!

And look for major coverage of big October games, like:

- Blasto
- FaceOff '98
- Armored Core
- G-Police
- Batman & Robin
- GameDay '98
- Porsche Challenge
- Bushido Blade
- X-Men Vs. Street Fighter

And tons more!

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Do the hero thing.

Disney's
HERCULES
Action Game

Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie–with the original character voices, sound effects and music. Juggle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!

Earn your Six More Flaming Gauntlet.

Watch out for snake-headed Medusa and her flaming Venom Spit.

Real-time 3-D landscapes and special effects are cool when you're protecting Mt. Olympus from a fire-breathing Titan attack.

Defeat your enemies with your Power Sword.

Slay multiple heads as you face the vicious Hydra.

Think fast or the Cyclops will get you.

Includes special five-color disc.

Also available on PC CD-ROM.

Virgin INTERactive

www.vie.com/hercules

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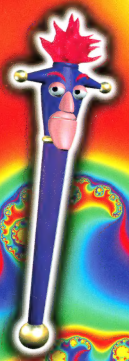
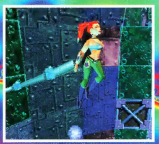


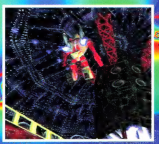
Satisfy all your needs, wants and desires.

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump–then dominate with Fargus' maniacal attacks by hurling his viper-tongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to puddin'. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.

Fargus is a raving maniac prone to light fires now and ask questions later.



Nikki–equipped with powers that only big bad girls have.



Pilot a giant mech through warped 3D tunnels.

Hidden bonus levels take you to funky-ass new places.

PlayStation

RATING PENDING RP ESRB

Call 1.800.771.3772 for Game Rating Information

Pandemonium 2

CRYSTAL DYNAMICS

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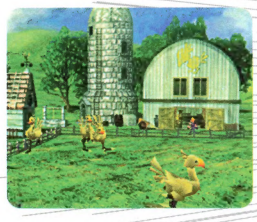
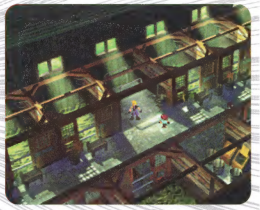
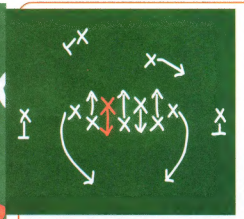
Bonus Tip Sleeves







Chad Brown

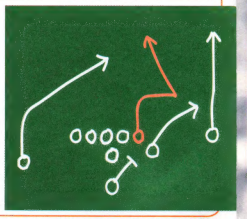
Linebacker, Seattle Seahawks
Formation: 3-4
Play: Tiger

This is a good play against the run or the pass. The zone blitz is one of the newest trends in the NFL, in which the linemen drop back in coverage and the linebackers blitz. It's a great way to get pressure on the quarterback without leaving the secondary unprotected. However, if the offensive line picks up the blitz, the slower lineman have no chance of sticking with a tight end or a linebacker. This is a risky play, but in the right situations it can result in sacks and turnovers.

Christian Fauria

Tight End, Seattle Seahawks
Formation: Single-Back
Play: Pump 95

This is a good play to exploit tight bump-and-run coverage or a short zone. The pump fake should shake weaker defenders and leave the tight-end open over the middle. If there are no deep safeties, then lead the receiver for a big gain. Otherwise, zip in a bullet under the deep zone for a pickup of 10 to 15 yards.



the very first NFL gameday '98 easter eggs

Easter egg codes have become standard fare for the the *Gameday* series, and '98 is no different. Boasting more Easter eggs than ever (although the actual number is unknown at this time), *Gameday '98* is going to be over the top. To get you started, the following Easter eggs were obtained before they were even put into the game. "How's that possible?" you may ask. Well, that's a closely guarded secret. But be assured that *PSM* will get the good stuff before anybody else. We know you're addicts out there.

Easter Egg Screen

You can access the Easter egg screen by pressing all four shoulder buttons at the same time while on the main menu. Then enter any of the following five codes, and check out the results. Try entering more than one for even weirder effects.

Easter Eggs

look_ma — Players will have no hands
horseman — Players have no heads
fire_drill — Everybody moves really fast
humongous — Giant Players
thin_air — Kicks will go really high

chocobo breeding

Before we get started, we'd like to point out that this strategy has only been tested on the Japanese version of Final Fantasy VII. The same techniques will work on the U.S. version, but some of the names may change. Also, this isn't something you can accomplish in an hour. Expect this process to take between 5-8 hours to complete. Is it worth it? Yes! You get the coolest spell ever made, plus it takes off over 100,000 points worth of damage. Okay, we've warned you. Good luck!

The first thing you must do is go to the house belonging to the old man with the green chocobo in the northern continent. Wander around in the green patches (not snow) until you fight a dragon. Then have one of your party members attempt to steal from it. If you're lucky, you'll come away with an herb called KURABU. Repeat this process until you have two of these items.

Next, take your party to the island that's to the far northeast on the world map and look for a forest. After landing, take your party to the forest and wander around until you encounter some goblins. Steal from them until you have two of the herbs called ZEO.

Go to the southern continent, near where Cloud fell into a coma, and land near the Chocobo tracks. Now grab four Chocobos and head back to the Chocobo farm. Once there, check them out and keep one male (osu) and one female (mesu) Chocobo—but only if they're jogging. If they're not moving or if they're sulking, get rid of them! Once you have your male and female "jogging" chocobo, have them mate and give them the KURABU seasoning before going to bed. The next day you should have a male or female Green Chocobo! Discard any other Chocobos you may have except for the green one.

Now, go to the area near the Golden Saucer and land near the Chocobo tracks. Grab four Chocobos and head back to the farm. Keep one "walking" male and one "walking" female. Now, head back to the southern continent and grab four chocobos. If everything goes according to plan (it usually doesn't), make sure you have at least one jogging male or female and one walking male or female (just make sure they're the opposite sex). Then, have them mate and give them the KURABU seasoning before bedtime. If all goes well, you'll have a blue Chocobo! Note that if you have one male blue Chocobo and one green male Chocobo, you're in trouble. Make sure the blue Chocobo is the opposite sex. Discard all the yellow Chocobos. Feed your blue and green Chocobos lots of meals, preferably Shirugisu. Give them about 30-40 doses of this stuff and they'll be ready to race. Now head to the Golden Saucer.

At the Golden Saucer, race your Chocobos until they're A Class. Then head back to the farm.

Back at the farm, mate your newly A-Classed Chocobos and give them the ZEO seasoning before going to sleep. In the morning, you should have a black Chocobo! Now head towards the northern continent and land near the Chocobo tracks. Get four Chocobos here and head back towards the farm.

Once back at the farm, check through the Chocobos until you find one that is running very fast with its head down. If you're lucky enough to find one of these that's the opposite sex of your black Chocobo, then you're in luck! After accomplishing this, feed them about 30-40 doses of the Shirugisu seasoning and head back towards the Golden Saucer.

When you arrive, race the black and yellow Chocobos until they've achieved an A Class rating, then head back towards the farm. Once back at the farm, have those two chocobos mate and give them the ZEO seasoning. In the morning, you should have a GOLDEN CHOCOBO! This sucker can go anywhere!

Take him or her out and head towards the upper right-hand corner of the map. There you'll see a bowl-shaped island that doesn't show up on the world map! Inside the cave you will find the coveted Knights of the Round summoning Materia. Now you can beat the game super fast! Good luck!

chocobo feeding

One thing to take under consideration when raising Chocobos is what kind of food to feed them. Below are a list of foods and their effects. Some of the foods are cheap and affordable, but they only enhance one category. Others are much more expensive, but they raise two or three of the Chocobo's attributes. Once your Chocobo is at the level where you want it, take it to the race track at the Golden Saucer and race it until it reaches A Class.

FOOD TYPES	AGILITY	ENDURANCE	SPEED
Kizaru		▲	▲
Karaka	▲		
Tantaru	▲	▲	▲
Pasana	▲		
Kurie		▲	▲
Mimeto			▲
Reigen		▲	▲
Shirugisu	▲	▲	▲

hit point magic

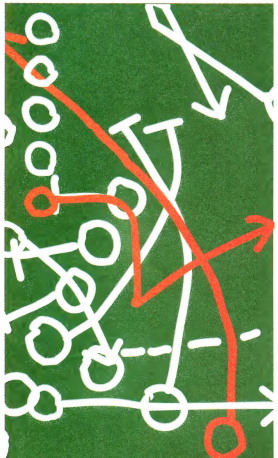
Here is an interesting trick you can do while playing *Final Fantasy VII*.

For it to work, one of your characters must have a hit point count of exactly **7777**. To do this, build up your character's levels until you get close to the mark. Then use some of these methods to get the number right on:

- **Equipping and unequipping Materia orbs**
- **Getting attacked by monsters to bring your health points down**
- **Using healing spells to raise your health points by a certain quantity**

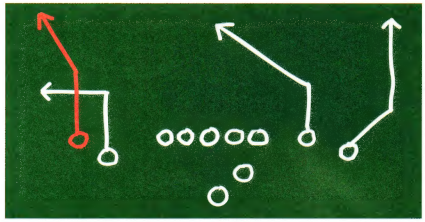
When a character has attained the correct number of HPs, take it into a battle sequence. The words "All 7 Fever" will appear, and the character will enter a sort of berzerker mode It will attack as normal, but each attack will do 7777 points of damage to the enemy. However, you will not be able to select any commands for the character. It will automatically keep attacking until either the opponent is dead, or it is.

Once the battle is over, the bezerk character's HPs will fall to 1, so you will have to heal it before continuing. This trick works with any character, you just have to make sure that its HPs total 7777. This trick is really useful if you use it to fight a boss.



pros' plays

We asked four NFL players to take a look at the GameDay playbook and pick their favorite play. Then we went through the game and figured out the best way to run them. Now you can tell your friends that Tim Brown is your offensive coordinator.



Tim Brown

Wide Receiver, Oakland Raiders

Formation: Shotgun

Play: Go-Route

What else did you expect from a big-play wide receiver? He wants the ball. This is a great play against man-to-man or two-deep zones. At the line of scrimmage, check to see if there is man coverage or how many safeties are deep in the zone. Against man-to-man, you can rely on Tim's hands and speed by using the advanced passing to slightly overthrow the receiver. As the ball gets close, go up for a one-handed grab. Against a zone defense, just wait for Tim to find the crease, then bullet one right into his chest.

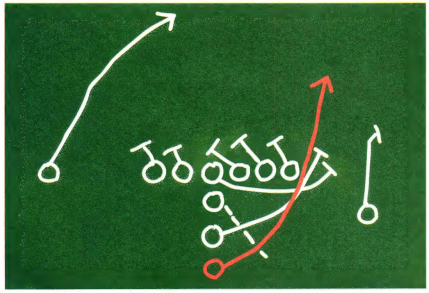
Jerome Bettis

Running Back, Pittsburgh Steelers

Formation: I-Form

Play: The Boss

This is a pretty straightforward running play that relies on a good pulling center and a solid lead block by the fullback. If the center and fullback can bust a hole and the right side of the line can successfully seal then a quick speed burst through the line will have big Jerome into the secondary, where he can run over and drag the smaller defenders for a big gain.



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by kitsunebi